NEXT WAR:
POLAND

STANDARD & ADVANCED SERIES RULES

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PMTU	DPRK Military Training Unit
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HQ	Amphibious Headquarters
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⊠	Airborne Mechanized Infantry

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Mobility Classes

Type	Example	Text Color
Leg	4 4 **4**	Black, White, or Yellow MA#*
Motorized	**6** **6**	Orange MA# or background
Mechanized	**5** **5**	Red MA# or background
Airmobile	**24**	Yellow MA#*

Yellow MA# on black background = Airmobile-Capable/Light Infantry

Unit Sizes

II	Battalion
X	Brigade
III	Regiment
XX	Division (equivalent to Brigade)
XXX	Corps
XXXX	Army

Sample Units & Combat Unit Identification
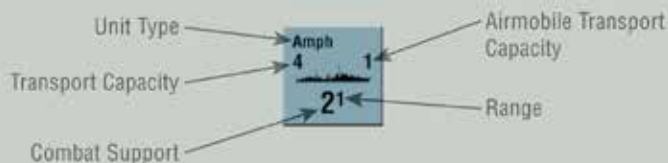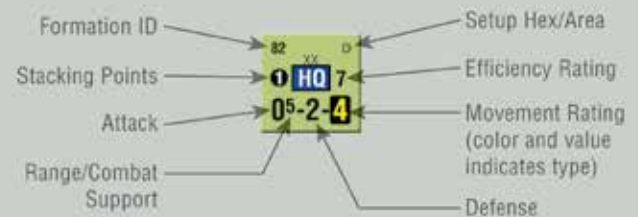
STANDARD GAME RULES

1.0 Introduction

The *Next War* series is an updated, expanded look at potential conflicts and modern warfare based on the system released by GMT Games as *Crisis: Korea 1995*. These rules supersede any previous rules and should be used with all *Next War* series games.

Design Note: *For you Tomasz (and your opponent)!*

The games in this series focus on a near future war in any of several potential hotspots. Players control land, air, and naval forces of the various sides engaged in the conflict. The scenarios provided allow players to examine multiple aspects of how a contemporary conflict might unfold. Modern war will not, we believe, initiate prolonged battles of attrition. Rather, because of the wholesale use of the destructive power of modern armaments, supplies of such armaments would outstrip any of the belligerents' abilities to replace them. Thus, we believe that any such war would, of necessity, be a short one. Both sides are challenged to win quickly and decisively, as both forces and munitions dwindle rapidly in the face of extended modern combat operations.

> *"Essentially, all models are wrong, but some are useful."*
>
> — George Box

1.1 Glossary

AAA –	Anti-Aircraft Artillery
ADF –	Air Defense Fire
Am Pt –	Airmobile Point
AMPH –	Amphibious Naval Unit
AP –	Air Point
ARTY –	Artillery
AS –	Attack Strength
ASW –	Anti-Submarine Warfare
AWACS –	Airborne Early Warning and Control System
CIWS –	Close In Weapons System
CM –	Cruise Missile
CS –	Combat Support
CV/CVN –	Carrier Naval Unit
CW –	Chemical Weapons
DET –	Detection
DRM –	Die Roll Modifier
DS –	Defense Strength
ER –	Efficiency Rating
GSR –	Game Specific Rules
GT –	Game Turn
HQ –	Headquarters
LI –	Light Infantry
MA –	Movement Allowance
MSU –	Mobile Supply Unit
RP –	Replacement Point
SAG –	Surface Action Group Naval Unit
SAM –	Surface-to-Air Missile
SCUD –	type of Ballistic Missile
SOP –	Sequence of Play
SP –	Stacking Point
TEC –	Terrain Effects Chart
VP –	Victory Point
ZOC/EZOC –	(Enemy) Zone of Control

2.0 Components

Each *Next War* game's Game Specific Rules manual will list the components for the game.

2.1 Maps

Most games come with an Operational Map which has hexes and a Strategic Display which uses area movement. See the Game Specific Rules (GSR) for more information.

2.2 Counters

Each game's 9/16″ counters represent ground units, aircraft, and naval units. A variety of game markers are also included. Units have been color-coded by nationality as described in the GSR. Refer to the Unit Type Identification chart (p.2 or the play aid) to read the counters.

Design Note: *While HQs and Air units are included in the game, they are neither set up nor used in the Standard Game.*

Ground Units & Sizes: Each unit with a an Attack Strength [2.3.1] - Defense Strength [2.3.2] - Movement Allowance [2.3.5] notation on its counter is a ground unit. Some units have a size marked directly above the unit type box. See Unit Identification Chart.

2.3 Explanation of Ground Unit Values

2.3.1 Attack Strength (AS)

The combat strength that a unit uses when attacking in ground combat.

2.3.2 Defense Strength (DS)

The combat strength that a unit uses when defending in ground combat.

2.3.2.1 Parenthesized DS: A unit with its DS in parentheses uses this in defense only if it defends alone or with other such units.

2.3.3 Efficiency Rating (ER)

The unit's morale, training, doctrine, cohesion, and ancillary weapons systems. It is used to determine possible column shifts in combat. It is also used for ER Checks for several purposes. When making a check, roll one die [2.6]. If the die roll is equal to or less than the ER, the unit passes, else it fails. Units with a rating of 6 or more are considered Elite. Various game effects can reduce a unit's ER, but it can never be reduced below 1.

2.3.4 Unit/Formation ID

Each unit has an organizational designation (Battalion, Brigade, or Division) and parent formation ID (Corps or Division). This is shown in the form unit/parent (e.g., 1/101 is 1st Brigade, 101st Division; 1/VIII is 1st Division, VIII Corps) in the upper left corner. The unit type symbol is also color-coded to show the unit's parent formation.

2.3.5 Movement Allowance (MA)

The maximum number of Movement Points (MPs) that a unit can expend during any one friendly Movement Segment.

2.3.6 Setup Hex/Area

The location of the unit at the start of most scenarios or its rein-forcement (italicized) code, entry hex, city, or country.

2.3.7 Stacking Value

The amount of space a unit occupies in a hex.

2.4 Explanation of Air and Naval Unit Values

2.4.1 Airmobile Transport Capacity

A Naval Unit's intrinsic airmobile transport capacity in SPs.

2.4.2 Combat Support (CS) Rating

The ability of an Attack Helicopter or Naval Unit to support friendly units involved in ground combat. It provides a negative Die Roll Modifier (DRM) when attacking and a positive DRM when defending.

2.4.3 Range

The distance in hexes that an Attack Helicopter or Naval Unit can perform CS Missions or Naval Bombardment; represents the distance in hexes of movement for helicopters; represents the distance in hexes for Artillery Combat Support.

2.4.4 Transport Capacity

The SPs of Marine troops that an Amphibious Naval Unit (AMPH) can carry in an All-Sea hex.

2.5 Charts and Tables

The player-aid cards and maps include all the charts and tables necessary for play. Players should position the various player aid cards on the table near the game map for easy reference while conducting various game functions.

2.6 The Die

The included 10-sided die is used to resolve combat and other game mechanisms. All rolls of "0" are read as zero, not ten.

2.7 Game Scale

The map scale is 7.5 miles (12 km) per hex. Unit scale is gener-ally divisions and brigades, although battalions and regiments are used to represent some units. Each game turn represents roughly 3.5 days.

3.0 Standard Sequence of Play

The game is played in a series of Game Turns (GTs).

Current Phase — Each GT is divided into specific Phases, in which players perform actions in a certain order. During "Initiative Turns," players complete all Phases in the order listed on the play aid. During "Contested Turns," the turn consists of all Phases except those marked as "Initiative Turn Only" on the Sequence of Play (SOP).

When not specified in the SOP, the Initiative/First Player allocates and/or resolves all actions first in a particular Phase or Segment.

Players should follow the SOP explicitly.

Design Note: *A fully expanded SOP is provided as a player-aid card.*

4.0 Weather

Current Weather — The weather on GT 1 is always the Initiative [5.0] player's choice.

During the Weather Phase of each following GT, the Initiative/First Player rolls one die and refers to the Weather Table to set the Weather for that GT. Use the Weather Track on the map to indicate the current GT's Weather.

4.1 Weather Effects

In all cases, when halving or quartering, round up.

4.1.1 Clear

• No effects.

4.1.2 Overcast

• Halve the Airmobile Points (Am Pts) available to each side for the turn.
• A side indicated as having Limited All-Weather capability (see GSR) has its Air Points (APs) halved. A side indicated as having No All-Weather capability has its APs quartered.
• All attack helicopters can perform only a single mission this GT.

4.1.3 Storm

• No Air, Airborne, Airmobile, or Sea Movement or Transport is allowed this GT.
• A side indicated as having Limited All-Weather capability has its APs quartered. A side indicated as having No All-Weather capability receives no APs.
• All ground movement uses the "Storm" column on the Terrain Effects Chart (TEC) to determine movement costs.
• Units can only Advance After Combat into the hex that the defender vacated.
• Reinforcements may be affected. See the GSR.
• All Naval Units must be moved to a friendly Port or a friendly Sea Zone.
• Attack Helicopters cannot perform missions.
  Exception: They may Rebase.
• Reduces the number of Electronic Detections [21.3] in the Advanced Game.

5.0 Initiative

Game Turns will be one of two types: Initiative Turns or Contested Turns.

During the Initiative/Air/Naval Phase of each GT, the players determine which side, if either, will have the "Initiative." The player with the Initiative will move first in each Movement and Combat Phase and will be allowed Exploitation Movement and Combat. The non-Initiative player will be allowed Elite Reaction Movement as well as Reaction Movement and Combat.

When neither side has the "Initiative," play the turn as a "Contested" Turn. In a Contested Turn, the player who last had the Initiative will move and fight first and is known as the First Player.

5.1 Initiative Determination

Each scenario's rules dictate which side has the Initiative at the start of the game and for how long they will automatically hold it. For that designated number of turns, all turns are played as Initiative Turns. After those turns, during the Initiative/Air/Naval Phase of each GT, the players examine their performance during the preceding GT to determine whether one side or the other has earned the Initiative or if a Contested Turn will be played instead. The performance conditions and the type of turn that results are listed below:

5.1.1 Preceding Turn Was an Initiative Turn

Some scenarios list a number of "Initiative Victory Points (VPs)." [12.1] This number is the basis for determining which side has the Initiative each turn. Use the marker provided to indicate the required VPs on the Game Information Display.

Players measure their performance in VPs gained in the previous turn to determine Initiative for the current turn. If one of the players gained the number of VPs required by the scenario for Initiative, but the other player did not, then the player who gained the requisite VPs becomes the "Initiative Player" for the current game turn.

If neither or both achieved the number of VPs necessary for Initiative in the previous GT, then neither player has the Initiative, and the current turn will be played as a Contested Turn.

5.1.2 Preceding Turn Was a Contested Turn

Both players' VPs in the previous turn are examined. Whichever side scored the greater number of VPs becomes the new Initiative player and a new Initiative GT commences. If the number of VPs scored was equal, then another Contested Turn commences.

Design Note: *This mechanism portrays the ebb and flow of combat operations, as the side with the Initiative pushes, exploits, and presses the advantage of momentum until running out of steam. If constant momentum cannot be maintained, a short lull occurs as both sides rush to resupply, reinforce, and strike to gain the Initiative. Alternatively (and less often), the non-Initiative side might wrest the Initiative away by spectacular gains that radically reverse the momentum of battle.*

6.0 Air Power

Design Note: *In any future war, each side will depend heavily upon air power for combat support. Most forces facing the Western Allies will be prepared to strike swiftly at the war's onset to provide vital assistance to the assault spearheads. Though it's virtually certain that these forces will undergo heavy attrition and most likely be entirely destroyed within a few weeks of combat, the added impetus it will give in the early days could be a deciding factor in the war's outcome.*

The Allied side will, generally, have an initial deficit in both combat aircraft and (in most scenarios, due to a certain level of surprise) mission sortie generation. The ability of the Allies to reinforce quickly, however, will shift the balance of air power dramatically within several weeks from the onset of the conflict. Assuming the enemy spearhead has been blunted by then, Allied planners generally believe that this mass of air power will prove decisive.

6.1 Air Points

Each side refers to the current game turn column on the Standard Game Air Point Chart and rolls a die. Weather conditions, Airbase control, permanent losses, and the presence of carriers may modify the die roll. The side's modified die roll indicates how many Air Points it receives that GT. Air Points are determined prior to modifying for weather.

6.2 Allocation

Air Points may be allocated to Ground Combat Support or Escort Missions. Once expended, the player reduces his AP marker on the Game Record Track. Any unused points at the end of the turn are lost. Air Points allocated to missions may be subject to Air Defense Fire (ADF).

6.2.1 Combat Support (CS) Missions

During any ground combat resolution, each side may allocate Air Points to Combat Support (CS). The attacker allocates first, up to four, followed by the defender who can allocate up to two. Each point that survives ADF modifies the die roll by one in favor of the allocating player. Subtract the attacker's Combat Support from the defender's.

6.2.2 Escort Missions

A player may allocate one or two Air Points to escort any Airmobile or Air Transport, Paradrop, or Rebasing mission. This escort provides a favorable DRM against ADF. The escort point(s) cannot be attacked by ADF. The unit being escorted, however, receives a +1 DRM per Air Point escorting.

Combat Support missions cannot be escorted.

6.3 Air Point Destruction

Air Points can be permanently destroyed for various reasons.

Destroyed Air Points are subtracted from each subsequent turn's Air Point total. Each player tracks permanently lost Air Points with the included marker.

When comparing Air Points during Air Superiority (AS) determination [6.4], a player never uses a value of zero or below for their Air Point value; use a minimum value of one instead.

6.3.1 Loss of Airbase

When a player successfully takes Control [8.4] of an Airbase (but not Airfield) hex in the enemy country roll one die. On a roll of "0-2," an enemy Air Point is permanently destroyed. On a roll of "3-9," no Air Points are lost.

6.3.2 Loss from ADF

Air Points may likewise be permanently destroyed by ADF. Whenever a player attempting Combat Support receives an asterisk (*) result on the ADF Table, that player permanently loses one Air Point in addition to the other printed result.

6.4 Air Superiority

Each GT, during the Initiative/Air/Naval Phase, players determine the Air Superiority Level (ASL) for the turn. To do so, players compare the Air Points they have received for the current GT. Players then refer to the on-map table to determine the ASL for the game turn.

Players should place the Air Superiority marker on the appropriate space on the Air Superiority Track to reflect the current turn's ASL. If Contested, simply place the marker in the Contested space.

Example: It's GT 1 of a scenario, the Allied player rolls a "4" and cross-references that to see that he receives 7 APs. The non-Allied player rolls a "6" and receives 3 APs. Comparing these to the chart, we find that the Allied player has earned "Advantage" for having 4-7 more Air Points.

6.5 Helicopters

Design Note: *Modern attack helicopters such as the AH-64 Apache and the Soviet-built Mi-24 Hind are flexible, fearsome weapons on the modern battlefield and have become an integral part of every nation's arsenal and battle plan. As such, they are modeled explicitly in this game rather than abstracted into the point system.*

6.5.1 Basing

Attack Helicopters can base at any Airbase or Airfield. In addition, they can base in any Urban, City, or Beachhead hex that does not contain an Airbase/Airfield. Helicopters always begin and end a mission on their current base hex unless they are Rebasing.

6.5.1.1 Basing Limits: Each Airfield, City, or Urban hex can base one Helicopter unit. Each Airbase can base up to three Helicopter units. USMC Attack Helicopters can base on AMPHs [6.5.5].

6.5.1.2 Rebasing: A Helicopter unit may Rebase during a Friendly Movement Segment by moving up to twice its printed Range and may be subject to ADF [6.6]. A unit that rebases cannot have performed any mission [6.5.2] during the game turn; once Rebased rotate the Attack Helicopter 180°, as mentioned below, to indicate that it can conduct no missions for the current turn.

Exception: If an enemy ground unit enters the hex, the Helicopter may Rebase regardless of how many missions it has conducted or the current Weather conditions; however, it must undergo ADF [6.6] (including detection in the Advanced Game). Units can over-stack if Rebasing in this manner, but they must Rebase again in the next GT. If the unit cannot reach a new Airbase/Airfield, it is eliminated instead.

Design Note: *This reflects the time necessary to move aviation support machinery and personnel.*

6.5.2 Limits on Use

Attack Helicopters can perform two missions per GT, but not more than one in any segment. Rotate the helicopter 90° in its basing hex after each mission. An Attack Helicopter that is rotated 180° is not eligible to perform a mission. During the Reorganization Phase of each game turn, rotate all Attack Helicopters back to their normal orientation.

6.5.3 Combat Support Missions

Both sides may use Helicopters to perform Combat Support Missions (with the same effects as Air Points [6.1]) for any single combat by designating, rotating, and tracing a path of hexes that is within range from the Attack Helicopter to the defending hex.

During combat resolution, the attacker can allocate up to two helicopters followed by the defender who can allocate one. If the Helicopters survive ADF [6.6], they provide favorable DRMs equal to their Combat Support Value.

Play Note: *You don't actually have to move the unit to the hex, just point, allocate, rotate, and roll!*

6.5.4 Loss of Airbase/Airfield, Damage, & Repair

When an enemy takes control of a hex where helicopters are based, the player taking control rolls one die per enemy Helicopter in the hex. See the Loss of Airbase/Airfield chart.

In the Standard Game, helicopters cannot regain lost steps or be reconstituted once destroyed. They cannot be attacked in ground combat.

6.5.5 U.S. Marine Corps Helicopters

USMC Attack Helicopters function as other Attack Helicopters except that they can be based at sea. Marine Helicopters can base with a friendly Amphibious Naval Unit (AMPH). Should the AMPH move, the Helicopter unit automatically moves with it (without being considered as having flown a mission). Marine Attack Helicopters can only perform missions when the AMPH unit is located in an All-Sea hex, Port, or Inshore Box. They may provide Combat Support (and, in the Advanced Game Helicopter

Strikes) into an Inshore Box's associated Land Areas (GSR may contain additional rules).

No more than one Marine Helicopter can be based on a single AMPH unit. A Marine Helicopter may Rebase to an eligible hex [6.5.1] in the same manner as other Attack Helicopters.

6.5.6 Helicopters and Sea Transport

In some cases, a player may wish to use Sea Transport to move an Attack Helicopter from a Port in a Holding Box to an Airbase/Airfield/Urban/City hex on the map. For this purpose, Helicopters are considered to be ½ SP. Move the Helicopter from the Port to any eligible hex [6.5.1]. It cannot have conducted any missions that GT, and is rotated 180° [6.5.2] after moving in this manner.

6.6 Air Defense Fire (ADF)

Players conduct ADF once against each enemy air mission. For purposes of ADF, a mission is defined as:

- All Air Points allocated to a Combat Support. [6.2.1]
- Each individual Attack Helicopter allocated to a Combat Support [6.2.1] or Rebasing [6.5.1].
- Each stack that is using Air Transport [8.5.2] or Airmobile Movement [8.5.4] or Airborne Movement [8.5.3] that begins and ends its movement together.

Any unit that begins Airmobile Movement in an enemy country or an EZOC [8.2] undergoes an additional ADF in its origination hex before it is allowed to move.

*Exception: When the Air Superiority Level [6.4] is in a player's favor or Contested, air missions are **immune** to ADF as long as that player's **entire mission** is conducted within that player's home or allied country and neither the origination nor destination hex is in or adjacent to a hex containing an enemy ground unit.*

> **Play Note:** *If an Air or Airmobile stack begins together but ends in different hexes, then they are separate missions. If ADF destroys an Airmobile Point being used to transport two units, the second unit may still continue its mission (but the Airmobile Point is still destroyed).*

6.6.1 Resolving ADF

The player using ADF locates the column on the ADF Table that represents the current Air Superiority Level, rolls one die, and reads down that column to find the result.

Results on the ADF Table vary depending upon the type of mission. Players should keep in mind that varying DRMs may apply with all results indicated in 6.6.1.1 applied immediately.

6.6.1.1 Results:

–	indicates "No effect."
Abort	indicates that the moving unit must return to the hex from which it began and cannot move again for the remainder of the Movement Segment. Aborted Airmobile Points are considered spent. Abort has no effect on Combat Support Missions.
(–x)	indicates the number of Combat Support Points that are expended and unable to participate in Combat Support (any remaining Air Points can be used for Combat Support, however). This has no effect on Transport/Airmobile/Paradrop Missions.
*	included in the result signifies that, in addition to the designated result, air assets are *permanently* lost. For Transport Missions, the transported ground unit must absorb a single step loss. Furthermore, if an Airmobile Point is providing the transport capability, one such point is permanently lost. For Combat Support Missions, either a single Air Point is permanently lost or an Attack Helicopter loses a step—depending on the target of the ADF (remember, Air Points and Attack Helicopters are attacked separately by ADF).

Example #1: A (–1) result versus four Air Points causes one Air Point not to make it through to the target. The other three points, however, succeed in supporting the combat for a +/-3 DRM.

Example #2: A (–1) result versus a full-strength U.S. (2/16) Attack Helicopter allows only one of its Combat Support Points to affect the ensuing combat with a +/–1 DRM.

Keep in mind that any loss in Airmobile/Air Points is a permanent loss and is recorded on the Game Record Track.

7.0 Sea Control and Naval Rules

> **Design Note:** *The U.S., in particular, is heavily dependent upon sea power to project force in many areas of the world. While most nations do not possess the same capabilities, every coastal nation has some level of sea power projection capability in each of the major areas concerning naval operations: beach, littoral, and deep water.*
>
> *In game terms, we have greatly abstracted this sea battle. The only essential information to determine from the sea battle is "Can you move troops and supplies to and from ports and beachheads?" Thus, we've opted for sea control die rolls to determine control.*

7.1 Sea Zone Boxes

Sea Zones generally contain two boxes, an At Sea and an Inshore Box. Where there is no At Sea Box, the Sea Zone itself serves as the At Sea Box. The status of each Box is determined separately and affects certain game actions and the capabilities of naval units.

7.2 Control

Players roll the die on Clear and Overcast turns during the Initiative/Air/Naval Phase to determine who controls the respective At Sea and Inshore Boxes.

The Initiative/First Player determines control for each Inshore Box:

1. If the At Sea Box is contested (not controlled by either player), do not roll for the Inshore Box.

2. If a player controls the At Sea Box and also controls the Inshore Box, do not roll for the Inshore Box.

3. If a player controls the At Sea Box and the Inshore Box is contested, roll for the Inshore Box.

4. If a player controls the At Sea Box and the Inshore Box is controlled by the other player, roll for the Inshore Box.

Then, the player rolls for control of certain At Sea Boxes as outlined in the GSR. Using any applicable modifiers, cross-reference the results on the Sea Control Table.

Use the appropriate marker to denote control. The absence of a marker denotes a Contested area.

Control of an Inshore Box also indicates control of All-Sea hexes associated with it.

The presence of Naval Units can affect Sea Control [7.2.2].

7.2.1 Retreat

When control of an At Sea or Inshore Box changes, enemy units in the Box (or an associated All-Sea hex of the Inshore Box) must "retreat." From an At Sea Box, they may retreat to the connected Inshore Box or other At Sea Box if friendly or Contested. If in an Inshore box or All-Sea hex, they must retreat to a friendly Port in the associated Sea Zone. Units that cannot retreat are removed from play. They cannot re-enter the game, and no VP are scored. Retreats do not require Contested Sea Movement rolls. [8.5.6.4.1]

7.2.2 Naval Unit Effects on Sea Control

Regardless of other Sea Control rules (Series or GSR), CVN BGs, CV BGs, and SAGs affect Sea Control as follows.

• If these types of units from both sides occupy an Inshore or At Sea Box, that Box is automatically Contested.

• If a Box is Controlled or Contested and it contains these types of Naval Units only from the opposing side or one side, respectively, always roll for Control.

• These types of friendly and enemy Naval Units provide a DRM for both the At Sea Box and its associated Inshore Box regardless of which location they occupy. Naval units in an all-sea hex on the Operational Map provide a DRM for the associated Inshore Box. Naval Units in Port do not provide a DRM.

Example: A U.S. CVN and SAG in the Taiwan Straits Inshore Box provide a +2 and +1 DRM respectively for a roll on either the Inshore Box or the Taiwan Straits At Sea Box.

7.3 Naval Units

7.3.1 Naval Unit Combat Support

Naval Units possess a combat value and range for providing Combat Support [9.6.1]. They can provide this only from an All-Sea hex, or, when allowed by GSR, from an Inshore Box. They can provide support once per Combat Segment as long as there are no enemy Naval Units within 10 hexes or, when applicable, in the same Inshore Box.

7.3.2 Amphibious Units
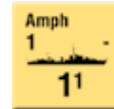
These units provide three functions: troop movement for Amphibious Assault [8.5.8], Combat Support, and Marine Airmobile Movement [8.5.5].

7.3.2.1 AMPH Conversion: Some AMPHs show a SAG [7.3.3] unit on the reverse side. These may, during any Friendly Movement Segment in which no units are embarked, flip to their SAG side. Once flipped, they cannot return to their AMPH side.

Design Note: *This represents the actual amphibious ships returning to port once their mission is done and the remaining escorts forming up and returning to duty to contest the sea lanes.*

7.3.3 Surface Action Group (SAG)

Surface Action Groups exist to provide Combat Support and assist in establishing Sea Control.

7.3.4 Aircraft Carriers and Carrier Air Wings

In the Standard Game, Aircraft Carrier Battle Groups provide three functions:

1. Each CV/CVN provides Combat Support in the same manner as AMPHs and SAGs (representing units of the screen breaking off to perform shore bombardment).

2. Each CV/CVN that is in a friendly-controlled Inshore Box or All-Sea hex during the Initiative/Air/Naval Phase adds Air Points (+2 if U.S./+1 otherwise) to the Air Point total.

3. Each U.S. CVN in an At Sea Box or a Contested Inshore Box provides +1 Air Point.

The above may be modified by Game Specific Rules.

7.3.5 Naval Unit Losses

All Naval Units are immune from losses.

7.3.6 Naval Unit Stacking

Any number of Naval Units of either side can be located in an At Sea or Inshore Box or Port. Only one Naval Unit can be located in each All-Sea hex.

7.4 Submarine Threat and Anti-Submarine Warfare (ASW) Levels

Design Note: *The Submarine Threat, ASW Level, and Mine rules below are for use in both the Standard and Advanced Games. The Advanced Naval rules allow players to launch air and cruise missile strikes against naval units for use in the Advanced Game. It's still abstract, but we believe that it represents a happy medium of detail vs. effect.*

7.4.1 Submarine Threat Level

The Submarine Threat Level represents the player's submarines and their impact on the Naval and Sea Transport Movement of their opponent as well as Control attempts. The level cannot go below "0" or exceed the maximum on the track.

7.4.2 ASW Level

The Anti-Submarine Warfare (ASW) Level represents the capabilities of the player's ASW assets in counter-acting the Submarine Threat Level and assisting in Naval and Sea Transport Movement as well as Control attempts. The Level cannot go below "0" or exceed the maximum on the track.

Design Note: *In general, the non-Allied player will have a Submarine Threat Level and the Allied player will have an ASW Level.*

7.4.3 Changing the Levels

The following events immediately alter both the Submarine Threat and ASW Levels as indicated.

- +1 each time a friendly Naval Unit arrives as a Reinforcement.
- –1 each time a friendly Naval Unit is forced to retreat from an At Sea or Inshore Box [Standard Game].
- –1 each time a friendly Naval Unit receives an "X" result [Advanced Game].
- –1 each time an originally controlled, friendly Port is captured or incurs a Destroyed result [Advanced Game].
- +1 each time an originally controlled, friendly Port is fully repaired [Advanced Game].

7.4.3.1 Changing the Submarine Threat Level: Once the Level reaches "0," it will no longer increase.

7.4.3.2 Changing the ASW Level: Even if the Level reaches "0," it can still increase again.

7.5 Naval Mine Warfare

Mines are a form of area denial weapon used to deter naval assets from using Ports and/or invading Beaches. The number of Mine markers in the counter mix is the absolute limit that can be placed during the game. Mine markers contain a number representing a measure of the effectiveness of their belt.

7.5.1 Mine Laying

Mine Laying is conducted using multiple methods. Mine markers exist in two Density Levels, "1" and "2." No more than one marker can be placed per hex, but a Density "1" marker can be increased to a Density "2." Mine markers can be placed in any All-Sea hex or coastal hex containing a Port [8.3.1.9] or a Beach [8.3.1.7] by one of the following methods:

7.5.1.1 Naval Unit Mine Laying: Instead of moving, a Naval Unit may place a single Density "2" Mine marker in its own or an adjacent hex during any eligible Movement Phase. The Naval Unit that laid the mines can freely exit the Mine marker Area of Effect [7.5.2] without making a Contested Sea Movement roll [8.5.6.4.1].

7.5.1.2 Submarine Mine Laying: A player may voluntarily subtract one from his Submarine Threat Level in order to place or increase a Mine marker in any eligible location during any friendly Movement Phase. The player cannot place the maker if it would reduce the Submarine Threat Level below one.

7.5.2 Mine Clearing

Enemy Mine markers may be cleared during the Mine Clearance Step of the Air/Naval Phase if the associated Inshore Box is friendly-controlled. Each player can attempt to clear up to two Mine markers during the Mine Clearance Step. Roll separately for each attempt. On a roll of 0-3, reduce the Mine marker Density by one; i.e., from two to one or remove a one; if removed, it is removed from the game. Modify the die roll by "–2" if a friendly Naval Unit is present in the Area of Effect.

7.5.3 Mine Marker Area of Effect

When placed in an All-Sea hex, they affect only that hex. When placed in a coastal hex they affect that hex and all adjacent All-Sea hexes. Mine markers modify the Contested Sea Movement [8.5.6.4.1] die roll if a Naval Unit or unit using Sea Transport moves and attempts to enter or leave an Area of Effect. Make a single roll when moving from one hex to another within the same Area of Effect. Overlapping Areas of Effect are not cumulative, and are considered, where they overlap, to be the same Area of Effect. They do not affect Retreats.

8.0 Movement

Each player has opportunities to move his ground and naval units during each Movement and Combat Phase.

8.1 Stacking

Stacking Points (SPs) are used to determine how many units can stack together in one hex. The following units do not possess any SPs and consequently have no effect on the stacking of ground units during play:

- Attack Helicopters (Helicopters have their own basing rules).
- Naval Units (Naval Units have their own stacking rules).
- Beachheads.
- All game markers.

8.1.1 Stacking Limits

8.1.1.1 Ground Unit Stacking: In most terrain types, players cannot stack more than four SPs per hex without a penalty. Players cannot stack more than three SPs in a Mountain/High Mountain hex without a penalty.

Exception: As long as no other units are present, any number of the units of a divisional [2.2] Formation (brigades, regiments or battalions with the same higher divisional Formation designation [2.3.4]) can always stack in the same non Mountain/High Mountain hex without penalty.

> **Design Note:** *Although this rule references units with same "higher Formation designation", it is meant to be read in its entirety. That is, only a divisional (i.e., the HQ has a size of "XX") Formation, which is made up of brigades, regiments, and/or battalions, all having the same higher Formation designation are eligible to stack under this rule. In addition, they suffer no penalties for doing so since they are, by rule, not over-stacked.*

Units may voluntarily violate stacking limits during and after movement; however, no road movement is allowed into or through or out of an over-stacked hex. This applies only if the hex was already over-stacked before the moving unit/stack entered the hex.

At the completion of movement, stacks in excess of the limit incur adverse effects as follows:

- The ER [2.3.3] of all units in the over-stacked hex is reduced by one for each SP in excess of the limit (round ½ up).

- Only four SPs (three in Mountain/High Mountain) of units can attack from or defend in a hex; excess SPs are ignored. A player cannot split a unit's SPs.

   Example: Two 2-SP units are in a Mountain hex. Only 3 SPs can attack or defend, so only one unit can be used.

- Combat losses must be taken from the attacking/defending units; however, all units in a defending hex are affected by a retreat result.

8.1.1.2 Mixed Nationality Stacking: Game Specific Rules will generally have rules covering the effects of stacking multiple nationalities in a single hex.

8.1.2 Examining Enemy Stacks

Players may freely examine enemy stacks at any time during play.

8.2 Zones of Control (ZOC)

Certain units/stacks project Zones of Control based on their stacking value. A ZOC exists in the hex occupied by a unit/stack and in each of the six hexes surrounding it with some exceptions. A ZOC affects enemy units for purposes of movement and retreat but not for advance after combat.

8.2.1 ZOC Requirements

A unit always has a ZOC in its own hex. ZOCs are projected into surrounding hexes by a single unit or stack of units in a single hex that contains at least two SPs and an attack strength of at least one. Units with a zero Attack Strength cannot contribute their SPs.

> **Design Note:** *The zero attack strength is a.k.a. "The Ralph ZOC Rule".*

Marine units stacked with an AMPH in an All-Sea hex do not exert a ZOC into any adjacent land hex.

8.2.2 ZOC Effects

- Units cannot enter a hex containing an enemy ground unit.
   Exception: Units using Airmobile Movement may overfly an enemy-occupied hex.

- A moving ground unit must end its movement for the segment when it enters a hex in an Enemy Zone of Control (EZOC).

- Units that retreat through an EZOC may take an additional step loss. [9.8.5]

- A unit cannot end its retreat in an EZOC unless that hex contains non-retreating friendly units. [9.8.4]

- It costs an additional Movement Point to enter an EZOC hex that has no friendly units present (including Airmobile Movement if landing in that hex).

- It costs an additional Movement Point to exit an EZOC (including Airmobile Movement if beginning movement in the hex) if doing so leaves no friendly units in the hex.

- If allowed by the segment, a unit that begins its Movement Phase in an EZOC can move directly to another EZOC by expending ALL its Movement Points.

8.2.3 Extent of ZOCs

ZOCs extend into all types of terrain except Mountain/High Mountain (even if traversed by a highway or road) or Urban hexes. ZOCs do not extend across rivers or all-water or impassable terrain hexsides (including across ferries, reservoirs, or bridged hexsides).

Additionally, ZOCs do not extend into hexes that start any scenario under enemy control until after the first Movement Segment of GT 1 is complete.

Units under a Clearing marker [8.4.1] have no ZOC.

8.2.4 Light Infantry and ZOCs

Ground units with a Yellow Mobility Class are considered Light Infantry (LI). LI units moving alone enjoy the following advantages with respect to EZOCs when such ZOCs are not projected into Flat or Flat Woods terrain:

- LI ignore EZOCs when moving during a friendly Movement Segment (but not when retreating or beginning or ending airmobile transport).

- LI do not have to stop when entering EZOCs.

- LI do not pay extra movement points to enter or leave EZOCs.

- LI can move from EZOC to EZOC freely (as long as they have sufficient movement points remaining).

- LI are free to move during the Elite and Exploitation Movement Segments even when beginning the segment in an EZOC.

Note: An LI unit cannot ignore EZOCs as above if it elects to use Road movement in or out of the EZOC.

8.3 Terrain

It costs a moving unit a number of Movement Points (MPs) to enter each new hex during a friendly Movement Segment. This cost is dependent on the type of terrain in the hex to be entered, the Mobility Class of the unit entering the hex, and the weather. The Terrain Effects Chart is divided into two types: hex terrain and in-hex or hexside features. Hex terrain lists the combat effects and MP cost for all units to enter each type of hex. In hex or hexside terrain generally modifies the underlying hex terrain for combat and/or movement. If multiple types of terrain are depicted in a hex, use the highest MP cost when moving and the defender's choice for combat.

8.3.1 Terrain Features

See Terrain Effects Chart (TEC) for movement and combat details.

8.3.1.1 Rivers: Rivers are a hexside feature. There are two general classifications of rivers: Major and Minor. Some games do not include both kinds of river. Retreats are not allowed across River hexsides.

Exception: Light Infantry units [8.5.1].

8.3.1.1.1 Major Rivers: Major Rivers can only be crossed at bridges. In addition, combat is not allowed across a Major River hexside unless across an intact bridge; attack strengths are halved (rounded up).

8.3.1.1.2 Minor Rivers: Units pay additional MPs to cross hexsides that contain Minor rivers. Combat is allowed across a Minor River hexside; attack strengths are halved (rounded up).

8.3.1.1.3 Canals: The map may also depict some of the larger canals that are big enough to have significant effect on military operations. These canals are shown as "straight" minor river artwork. They are treated as minor river hexsides. While some of the canals don't run exactly along hexsides like minor rivers, any hexside crossed by canal artwork is a minor river hexside. In addition, even though in places the artwork doesn't run exactly along the hexside, movement and attacks along the nearby hexside are still considered to be "across" the canal and thus treated as being across minor river hexsides.

8.3.1.1.4 Bridges: Where roads/highways cross a river hexside, a Bridge is assumed to exist. Bridges negate the additional MPs for crossing river hexsides. Major rivers can only be crossed where a Bridge exists. See 8.3.4 for detailed rules on Bridges.

8.3.1.2 Installations: Installations are in-hex features such as Airbases and/or Ports as well as any additional features defined as such in the GSR. Hexes may contain multiple Installations. Enemy Installation hexes can only be controlled after a player conducts a successful Clearing Operation [8.4.1]. Installations may be Bypassed [8.5.1.1]. Some Installations may be designated as Hardened [23.4.3] by the GSR.

8.3.1.3 Airbases: Airbases are marked by an aircraft symbol in a black circle. Hardened Airbases use a blue aircraft symbol and only appear in some games. Airbases are Installations.

8.3.1.4 Airfields: Airfields are marked by an aircraft symbol in a gray circle. Airfields are not Installations.

8.3.1.5 Cities and Urban Hexes: Urban hexes are a terrain type. Cities are an in-hex feature. Urban hexes and hexes with Cities in them cannot be Controlled unless a successful Clearing Operation [8.4.1] is conducted. Hexes with Cities, but not Urban hexes, may be Bypassed [8.5.1.1].

8.3.1.6 Towns: Towns are in-hex features and marked as small circles on the map.

8.3.1.7 Beaches: All coastal (i.e., adjacent to an All-Sea hex) Flat or Flat Woods hexes are beach hexes. These hexes are the only hexes that can be targeted for Amphibious Assaults [8.5.8]. GSRs may restrict or expand the definition of Beaches.

8.3.1.8 All-Water Hexsides: The only way a Ground unit can cross an all-water hexside is to use an existing Bridge [8.3.1.1.4]. Ground units cannot attack across an all-water hexside nor do ZOCs extend across them. HQ Bridges [18.2.6] cannot be used to bridge these hexsides. This also applies to Lake/Reservoir/All-Water hexsides that do not already contain a Bridge.

8.3.1.9 Ports: Ports are in-hex features (and Installations) marked on the map with a blue symbol. Ports have a capacity to unload two SPs [2.3.7] of units in a single turn. Some Ports have a different capacity, and this will be specified either in the GSR, on the map (the Port will have a number near it), or both. Ports in a Holding Box have an unlimited capacity unless the GSR specifies such Ports are representing Ports on the Operational Map; e.g., NWP GSR 6.1.1, in which case, use the actual limits of those Ports.

8.3.1.10 Fortifications: Fortifications, marked as a colored circle with radiating spokes, represent continuous defensive works and preparations. Such hexes contain a colored (indicating original control) Fortification symbol. Enemy Fortifications deny road movement into, through, and out of their hexes as well as a second hex of advance after combat [9.9]. A hex loses its Fortification status once it is controlled by the enemy. Use a Control marker to indicate this status.

Game Specific Rules may alter the effects of Fortifications.

Play Note: *As a practical matter, players can simply agree that once the front has obviously moved past the fortification line at the end of a GT they can be considered captured and the engineers are doing their jobs in removing obstacles, etc.*

8.3.1.11 All-sea Hex: An all-sea hex is a hex containing only water that has no land in it at all.

8.3.2 The Road Net

Roads are superimposed on the map grid to represent major transportation systems of the area in play. There are three types of Roads [see TEC]:

- Highways.
- Primary Roads.
- Secondary Roads.

Units that move from a hex to an adjacent hex connected by a road hexside ignore the normal terrain costs for that hex and pay the road movement cost instead.

8.3.3 Prohibited Terrain

Armor/Mechanized/Motorized units cannot enter Mountain/ High Mountain hexes unless they are using road movement. Note that they can still enter enemy Fortification hexes in those hexes using their full Movement Allowance so long as a road exists.

Except when using Sea Transport, Ferries, or (for Marine units) Amphibious Assault, ground units cannot enter an all-water hex or cross an all-water, non-river hexside.

Exception: Units using Airmobile Movement can enter or cross any type of hex, but cannot end their movement in an all-water hex.

Play Note: *It is important to note the difference between rivers (narrow, along the hex spines) and all-water hexsides (including bays, estuaries, and mouths of rivers).*

8.3.4 Bridge Damage and Repair

Any hexside where a secondary road, primary road, or highway crosses a river hexside of any type is considered a "bridge" hexside. Fortifications have no effect on the use of bridges. A unit is considered "adjacent" to a bridge hexside if the hex it is in contains a hexside where a bridge crosses a river.

8.3.4.1 Bridge Damage/Destruction: In the Standard Game, only ground units can damage/destroy bridges.

8.3.4.1.2 Ground Unit Bridge Destruction: At the end of any friendly Movement Segment, the moving player may attempt to destroy bridges. The player can only attempt bridge destruction if there is a friendly non-MSU ground unit in a hex that contains a bridge hexside. Only one attempt per bridge, per friendly Movement Segment, can be made although a unit can attempt to destroy multiple bridges if eligible. Units under a Clearing marker cannot attempt to destroy (or repair) bridges. To make the attempt, the player rolls a die. The bridge is destroyed on a roll of 6 or less. The attempt fails on a roll of 7 or more. There is a +1 modifier to this roll if an enemy ground unit is also in a hex containing that same bridge hexside. If the bridge is destroyed, mark it with a "Bridge Destroyed" marker. The road connection across that bridge hexside is considered destroyed until repaired [8.3.4.2].

8.3.4.1.3 VP for Destruction: Unless otherwise specified by GSR, a player earns VP for destroying a Bridge in an enemy country as if it were an Installation. Similarly, destroying a friendly Bridge gives the opponents VP as if it were an Installation.

8.3.4.2 Bridge Repair: At the end of any friendly Movement Segment, the moving player may attempt to repair a damaged or destroyed bridge. Units under a Clearing marker cannot attempt to repair (or destroy) a bridge. To make the attempt, the repairing player rolls one die. The bridge is repaired on a roll of 6 or less. The attempt fails on a roll of 7 or more. If the bridge hexside is repaired, remove the "Bridge Destroyed" marker. The road connection across that bridge hexside is immediately considered functional for all purposes. Only one repair attempt per bridge, per friendly Movement Segment, is allowed. Refer to the Bridge Repair/Construction Table for any DRMs.

A repair attempt requires a friendly ground unit with an attack strength greater than zero to currently occupy one of the hexes containing the destroyed bridge hexside. If successful, the road connection across that bridge hexside is immediately considered functional for all purposes.

8.4 Controlling Hexes

Control markers are included in the counter-mix. Some hexes such as Urban, City, Installation [8.3.1.2] and others as designated by Game Specific Rules require Clearing Operations [8.4.1] to Control. Hexes that do not require a clearing marker change control to the player that was the last to occupy/enter it that turn. Mark hexes with Fortifications, Towns, Airfields, and Destroyed Installations that change control with control markers. Hex control is determined during the appropriate step in the SOP.

Design Note: *The intent of this is that hex control doesn't occur until the end of the turn. The primary effect is that enemy Fortifications retain their full effects until control changes.*

8.4.1 Clearing Operations
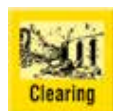
Friendly units that move or advance after combat into an enemy-controlled Installation, City, or Urban hex are placed under a randomly drawn face-down Clearing marker. During the appropriate step in the Reorganization Phase, the marker is flipped face up and the operation is resolved [8.4.1.2]. Only non-zero Attack Strength units can be used in Clearing Operations.

8.4.1.1 Clearing Operations DRMs: Use the following DRMs when conducting Clearing Operations.

1. **Efficiency Rating:** Subtract the Clearing Number on the marker from the lead unit's ER and add the difference as a DRM; i.e., if the ER is higher than the Clearing Number, then the DRM is positive; if the ER is lower, then it is a negative DRM.

2. **Minimum Safe Stacking Points (MSSP):** If the unit/stack does not have at least as many SPs as specified for the type of hex [see Clearing Operations table], use the difference as a negative DRM. Use only the highest MSSP that applies.

3. **Additional Installations:** When an Urban/City hex contains Installations or an Installation hex contains additional Installations, the Clearing Operation die roll is modified by "–1" per additional Installation in the hex.

   Example: An Urban hex with an Airbase incurs a –1 DRM. An Airbase with a Port incurs a –1 DRM.

4. **Special Assault:** An Airmobile and/or Amphibiously Assaulting and/or Airborne/Paradropping unit/stack that attempts a Clearing Operation in the same turn that the landing occurs incurs an additional "–1" modifier.

5. **Combined Arms:** If a stack of units conducting a Clearing Operation contains a Mechanized Infantry unit or both a Leg and an Armor unit, apply a "+1" DRM.

Note that Game Specific Rules may include additional DRMs.

8.4.1.2 Clearing Operations Resolution: Choose a lead unit and roll one die, modifying the die roll for any applicable DRMs. If the roll is equal to or greater than the Clearing Number, the Clearing Operation is successful and control of the hex is passed to the Clearing player.

If a Clearing Operation fails and the MSSPs were not present, the Clearing player takes a step loss from his lead unit; otherwise, there is no effect.

8.4.1.3 Leaving a Clearing Marker: Units under a Clearing marker can withdraw from the hex by using their entire Movement Allowance as long as the withdrawing units do not enter a hex in an EZOC.

The marker is only removed if all the units, as above, leave the hex, all units under the marker are eliminated, the only units remaining in the hex have a zero Attack Strength, or they successfully conduct the Operation. A new marker cannot be placed in the same turn one was removed due to voluntarily leaving the hex.

8.4.1.4 Reinforcing Clearing Operations: Additional units can be moved under a Clearing marker.

8.4.1.5 Clearing Markers and Combat: No unit under a Clearing marker can participate in an attack. Unit(s) defend themselves normally.

Exception: Do not apply the two column shift for City.

Important: Units under a Clearing marker can still attempt to Voluntarily Ignore Retreat [9.8.3].

8.4.1.6 Recapturing Urban, City, or Installation Hexes: Friendly units never need to conduct a Clearing Operation for entering a hex in a friendly country. The enemy control marker is removed in the "Determine hex control changes" step of the Reorganization Phase. If the enemy re-enters the hex, a new Clearing Operation is initiated.

8.4.2 Captured Airfields/Airbases

A side can use a captured Airbase/Airfield as if it were its own for any eligible purpose.

8.4.3 Captured Ports

A side can use a captured Port for all purposes.

8.5 Movement Types

There are several ways units can move, including Ground Movement, Air Transport, Airborne Movement (Paradrop), Airmobile Movement, Sea Transport, and Amphibious Assault.

8.5.1 Ground Movement

Using Ground Movement, ground units move individually or as a stack from hex to adjacent hex paying the appropriate terrain costs. Units that begin the friendly Movement Segment stacked together may move as a stack but cannot split or "drop off" units during movement. Moving stacks cannot "pick up" any units while moving. Units pay movement costs for each hex entered or hexside crossed as detailed on the TEC. Ground units use normal movement to enter an enemy-controlled Installation [8.3.1.2], City, or Urban hex and are immediately placed underneath a

Clearing marker (unless Bypassing [8.5.1.1]). They must conduct a Clearing Operation [8.4.1] in the Reorganization Phase.

Ground units are grouped into four mobility classes by their inherent Movement Allowance (MA):

Mobility Class		
Type	**Example**	**Text Color**
Leg	4 4 5	Black or Yellow MA#*
Motorized	5 6	Orange MA# or background
Mechanized	6 8	Red MA# or background
Airmobile	24	Yellow MA#*
* Yellow MA# on black background = Airmobile-Capable/Light Infantry		

As indicated above, Leg units with a yellow MA are Airmobile-capable. Airmobile-type units, which are always considered Airmobile-capable, also have a nominal Light Infantry MA of "4" when not using their intrinsic Airmobile Capability.

Units spend Movement Points from their Movement Allowance [2.3.5] on the TEC by cross-indexing their Mobility Class with the type of terrain they are entering/crossing. When using Airmobile Movement [8.5.4], pay 1 MP per hex entered regardless of terrain.

Important: A unit can always move at least one hex in a friendly Movement Segment, if eligible to move, though not across prohibited hexsides or into prohibited terrain.

Exception: Units in an EZOC cannot move during the Exploitation or Elite Reaction Movement Segment.

8.5.1.1 Bypass: Moving units may Bypass, i.e. move through, a hex that contains a City or enemy Installation [8.3.1.2] if it has no enemy ground units or has friendly units under a Clearing marker. Such movement uses the non-Road in-hex terrain cost of the hex. Hexside terrain affects movement normally. Bridges may be used to negate River costs. To perform a Bypass, the moving unit must have enough MPs to enter and exit the hex that contains the Installation or City. Control of the Installation or City hex does not change. Bypass movement cannot be used when attempting to cross an all-water hexside using a bridge or ferry.

8.5.2 Air Transport

Leg ground units that begin a Movement Segment on a friendly Airbase/Airfield that is not in an EZOC [8.2] may move by Air Transport to another friendly-controlled Airbase/Airfield hex that is not in an EZOC. Units transported by air can use up to one-half of their MA (rounded up) after landing.

Air Transport missions may undergo ADF [6.6] before landing. If the landing hex is in the moving player's home or allied country, there is a +3 DRM to the ADF roll.

8.5.2.1 Limitations on Use

Air Transport Limit (4) Game Specific Rules will generally provide restrictions on the use of Air Transport. Limitations apply per eligible Movement Segment.

8.5.3 Airborne Movement (Paradrop)

> *"Airmobile is for the lazy bastards who want to swan around in helicopters. Airborne is for manly men who like doing lawn-dart impressions for their friends."*
>
> — Private Geoff Reeves,
> The Queen's Own Rifles of Canada

Airborne units that begin a Movement Segment on a friendly-controlled Airbase/Airfield not in an EZOC [8.2] may perform a Paradrop.

To perform a Paradrop, pick up the unit(s) and trace a path of hexes of any length to the drop hex. The drop hex cannot be occupied by enemy units. A unit may be subject to ADF [6.6] before dropping.

Paradrops cannot be made into the following types of hexes:
- Urban.
- Mountain/High Mountain.
- Highland/Highland Woods.
- Any hex containing a City.
- Any hex in an enemy country containing an Installation [8.3.1.2].

If the Paradropping unit survives ADF, place the unit in the landing hex and determine the result of the drop. Roll one die and refer to the Paradrop Table. Use the results to the left of the slash. An explanation of results is below the table.

The unit may advance into an adjacent enemy-controlled Urban/City/Installation [8.3.1.2] empty of enemy ground units and be placed under a Clearing marker (if appropriate) if its landing hex is not in an EZOC; otherwise, it cannot continue to move.

8.5.3.1 Limitations on Use: Game Specific Rules will generally provide restrictions on the use of Airborne Movement. An aborted unit is still considered to have used the airborne transport available for the GT as specified in the GSR.

8.5.4 Airmobile Movement/Transport

Units with a yellow MA can utilize Airmobile Movement. Units using Airmobile Movement can move up to 24 hexes in a friendly Movement Segment ignoring all terrain costs. Once they finish their movement, they are placed in their "landing" hex where the unit may be subject to ADF [6.6].

Note: Airmobile-type units are always eligible for Airmobile Movement. As they have intrinsic helicopter transport capability, no Airmobile Points are expended to move such units, but they follow all other Airmobile Movement rules.

8.5.4.1 Airmobile Points

Each side receives a certain number of Airmobile Points at the start of each scenario that are marked with the Airmobile Points marker. Additional points may arrive as reinforcements. These points can be used each game turn unless destroyed.

Each Airmobile Point can transport one SP of Airmobile-capable units. Airmobile Points can be combined to transport a unit with more than one SP. More than one unit (i.e., two ½ SP units) can be transported with a single Airmobile Point as long as the units so moved begin the Movement phase stacked together. As Airmobile Points are used, increase the "Used" marker as appropriate.

Airmobile Points are not needed for Airmobile-type units (i.e., those with a MA of 24).

8.5.4.2 Destroying Airmobile Points [Standard Game]

Airmobile Points can be permanently destroyed when an Airbase in the owning player's home country becomes enemy controlled. When this occurs, the player taking control rolls one die. On a roll of "0-2," an enemy Airmobile Point is permanently destroyed. On a roll of "3-9," no point is lost.

Airmobile Points can also be permanently destroyed when the result on the ADF [6.6] Table includes an asterisk (*). The moving player loses one step from the transported unit and permanently destroys an Airmobile Point in addition to any other listed result.

Move the Airmobile Points marker down the track for each point destroyed.

Exception: Losses generated against Airmobile unit types do not result in the destruction of Airmobile Points, although step loses still apply.

Design Note: *Since the ADF result caused a step loss to the unit, you're losing the intrinsic transport anyway.*

8.5.4.3 Airmobile Movement Procedure: During a friendly Movement Segment other than the Elite Reaction Movement Segment, the owning player may move a unit by Airmobile Movement instead of Ground Movement. To do so, announce the unit to be moved as well as the Airmobile Points allocated (if applicable), record the number of Airmobile Points used (if applicable), and move the unit up to 24 hexes, ignoring terrain, to its landing hex. In this case, for all references above to a "unit" read "units".

When moving units via Airmobile Movement, the moving player must choose a friendly Airbase/Airfield from which the movement originates. The moving player traces a line of no more than 24 hexes in length from the Airbase/Airfield, to the unit(s) to be moved, and, finally, to the landing hex.

If the unit lands in an EZOC, it cannot move further; otherwise, it may advance into an adjacent, unoccupied enemy-controlled Urban/City/Installation [8.3.1.2/8.3.1.5] and be placed under a Clearing marker (if appropriate).

Moving units may be subject to ADF [6.6] (resolved in the landing hex). Moving units that begin and end in the same hex are considered a single Airmobile Transport Mission. Units that begin their Airmobile Movement together, but do not end in the same hex become separate missions, each subject to ADF.

Units that begin their movement in an EZOC can utilize Airmobile Movement, but they must undergo an additional ADF resolution in the origination hex. This is in addition to any ADF required for landing in the target hex.

8.5.4.3.1 Landing Limitations: Units utilizing Airmobile Movement cannot land in a Highland, Highland Woods, or Mountain hex unless there is a road or highway in that hex. They cannot land in a High Mountain hex or an enemy controlled Urban, City, Installation [8.3.1.2/8.3.1.5] hex.

8.5.5 Marine Airmobile Movement

An AMPH may show one intrinsic Airmobile Point [8.5.4.1] on its counter. This point can be used to transport one stacking point of Airmobile-capable Marine unit(s) but not more than 24 hexes from the AMPH unit. This range is calculated from but not including the location of the All-Sea hex that the AMPH is occupying. This capability may be used once per Movement Segment (even in the same segment that the AMPH moved into the hex). When you are moving a unit already on the ground, count the range from the AMPH to the unit and then to its destination hex similar to normal Airmobile Movement [8.5.4.3].

Only AMPH Airmobile points can be used for Airmobile Movement to or from AMPHs.

Intrinsic Airmobile Points are immune to losses generated from ADF.

> **Design Note:** *You can track it if you like. I chose not to.*

8.5.6 Naval Movement

> **Design Note:** *As noted, the naval aspects of this game have been heavily abstracted. There are several Naval Units, however, that are essential to representing naval capabilities, as well as the amphibious capabilities of the participants in any particular campaign. This section delineates the movement and use of those Naval units.*

8.5.6.1 Naval Unit Movement: It is important to note that this section deals with the movement of Naval Units and has nothing whatsoever to do with Sea Transport [8.5.7], which is achieved without the use of Naval Units. Amphibious Assaults [8.5.8] and Naval Combat Support [7.3.1], however, do require the movement and use of actual Naval Units.

8.5.6.2 The Sea Zones and Boxes: The map may be divided into Sea Zones that are further sub-divided into At Sea Boxes, Inshore Boxes, and All-Sea hexes. In some games, the Sea Zone may be treated as the At Sea Box and this will be noted in the Game Specific Rules. All-Sea hexes are associated with Inshore Boxes which are, in turn, associated with At Sea Boxes/Sea Zones.

8.5.6.3 Where Naval Units Can Move: Naval Units can, at any given time, be located in one of four locations:

- **At Sea:** An At Sea box/Sea Zone.
- **Inshore:** An Inshore box.
- **Coastal:** An on-map All-Sea hex or friendly Port.
- **Holding Box:** See GSR.

8.5.6.4 When and How Naval Units Move: Naval Units may move, individually or as a stack, during any friendly Movement Segment except for the Elite Reaction Segment. They move from one location to another without counting hexes.

Naval Units may move from any location to any other location in a given turn. The only limit on Naval Unit movement is that it cannot enter more than one At Sea Box/Sea Zone per Movement Segment. However, they must trace a move following the order given in 8.5.6.3 either forward or backwards; i.e., from At Sea to Inshore or Coastal to Inshore but not from a Coastal directly to an At Sea Box. Units may also move from All-Sea hexes to Ports and vice versa as well as to other All-Sea hexes. In addition, a Naval Unit may move between adjacent At Sea Boxes/Sea Zones.

Moving into or out of a Port on the Operational (hex) Map requires tracing the movement through a hexside adjacent to a hex with sea in it.

> **Play Note:** *Use your judgment here. Ports are meant to be entered and exited.*

The Game Specific Rules will have additional rules regarding Holding Boxes.

8.5.6.4.1 Contested Sea Movement: A stack of Naval or Sea Transported [8.5.7] units makes a Contested Sea Movement roll once per location that meets one of the following conditions when moving:

- To or from an enemy-controlled At Sea Box/Sea Zone or Inshore Box.
- To, from, or through a Mine marker Area of Effect [7.5.3].
- To, from, or through a location containing an enemy Naval Unit.
- Between a Port and an All-Sea hex if the Inshore Box is contested or enemy-controlled.
- From an All-Sea hex to another All-Sea hex while the Inshore Box is contested or enemy-controlled.

Use the following DRMs when rolling for a Contested Sea Move:

- **Naval Units:** For each friendly or enemy SAG/CV/CVN (including those moving) in the entered or associated location add (if enemy) or subtract (if friendly) one. (Units in All-Sea hexes or Ports do not modify the roll.)
- **ASW Level:** Moving Allied player subtracts his current ASW Level.
- **Submarine Threat Level:** Moving Allied player adds his opponent's current Submarine Threat Level.
- **Air Supremacy:** A player will add or subtract one based on whether or not he or his opponent has Air Supremacy.
- **Mine Marker:** Add the value of the density when entering an Area of Effect [7.5.3].
- **Inshore Box:** If at least one associated Inshore Box is enemy-controlled and moving into an associated All-Sea hex or the associated At Sea Box/Zone, add or subtract one.

Game Specific Rules may have additional DRMs.

If the movement is Aborted, the units remain where they began the Movement Segment, otherwise the move is successful. Apply any step loss to any embarked units or stack as a whole.

8.5.6.5 Storms: During the Weather Phase of a "Storm" turn, Naval units must remain in or return to the nearest friendly At Sea Box or Port. They cannot move during a "Storm" turn. Those units without an appropriate At Sea Box or Port are eliminated.

8.5.7 Sea Transport

Sea Transport represents the movement of troops and equipment with general shipping capabilities as opposed to the specialized transport ships represented by the Amphibious Naval units. There are two basic types of Sea Transport: Port to Port and Sea Landing.

Note: Sea Landing represents follow-on forces, etc. for an already successful Amphibious Assault.

When moving, trace a path from the starting Port to the destination through At Sea/Inshore Boxes and All-Sea hexes to determine if a Contested Sea Movement [8.5.6.4.1] roll is required.

8.5.7.1 Port to Port: Any ground unit that begins a friendly Movement Segment in a friendly undamaged Port hex not in an EZOC may move by Sea Transport to any other friendly undamaged Port hex not in an EZOC. Such a transported unit may spend half (rounded up) of its Movement Allowance immediately after landing if both Ports were located in the same Sea Zone; otherwise, it cannot move.

8.5.7.2 Sea Landing: Any Leg unit with an MA of five or less and all Marine units may use Sea Transport within the same Sea Zone to move from a friendly Port to a Beachhead or vice versa. If landing at a Port and not in an EZOC, they may spend up to half of their MA (rounded up).

8.5.7.3 Sea Transport Limitations

Game Specific Rules will provide limitations to the number of SPs that can be transported per eligible Movement Segment by Sea Transport. For this purpose, Helicopters are considered to be a ½ SP.

8.5.7.4 Sea Transport Landing Limitations: Unless otherwise stated, no more than two SP can land at a Port [8.3.1.9] or Beachhead [8.5.8.2] per Game Turn.

8.5.8 Amphibious Assault

Marine and other units as designated in the Game Specific Rules can utilize Amphibious Assault.

Amphibiously assaulting units must begin a friendly Movement Segment in a friendly-controlled or Contested Inshore Box, with no enemy Naval units present, with an Amphibious Naval unit (AMPH).

AMPHs can be used to conduct only a single Amphibious Assault in any given turn.

Design Note: *Amphibious Assaults require time, effort, planning, and coordination.*

8.5.8.1 Procedure: AMPHs can transport up to their capacity (expressed in SP) of Marine units of the same nationality from an Inshore Box into an All-Sea hex adjacent to an eligible Beach hex for an Amphibious Assault. Move the stack (the AMPH and Marine units that do not exceed its troop capacity) from the Inshore Box to an appropriate All-Sea hex in that Sea Zone. Units performing Amphibious Assault cannot move any further during that Movement Segment (except to Advance After Combat [9.9]).

Multiple AMPH units may occupy different hexes that are both adjacent to the same Beach hex. In this case, all units adjacent to the Beach hex can participate in the Amphibious Assault.

Important: *Only Beach [8.3.1.7] hexes that are adjacent to All-Sea hexes can be assaulted.*

Once the Marine units have been placed in an All-Sea hex adjacent to an eligible Beach hex, they remain there until the Assault takes place during the ensuing Combat Segment.

Each unit that attacks an occupied beach hex by Amphibious Assault has its attack strength halved (rounded up) for the combat. Any other friendly units that are adjacent to the enemy hex (whether other Marines or ground units) may also attack. Combat Support is also permitted.

If the majority of combat strength attacking (after all halving) is contributed by Amphibiously Assaulting units, shift the Odds Column one to the left.

If, at the end of the combat, any defending units remain in the hex, an Amphibiously Assaulting unit (if no Amphibiously Assaulting units remain, then any one attacking unit) loses one step in addition to the combat results (collectively, not one per unit) and, if Amphibiously Assaulting, remain stacked with the AMPH in the All-Sea hex.

If the hex is vacant after combat (or the hex had no enemy units), the attacker must Advance After Combat [9.9] into the hex.

8.5.8.2 Beachheads

Each side is provided with Beachhead markers. The number of markers is an absolute limit. While the number of markers does not limit the number of possible Amphibious Assaults [8.5.8] that either side can attempt, it does limit the capability to supply more than the counter-mix limit of Beachheads. In essence, any Amphibious Assault that doesn't immediately place a Beachhead marker is just a raid, feint action, or supporting landing.

Whenever a Marine unit makes a successful Amphibious Assault, the owning player has the option immediately to place a Beachhead marker in the hex after combat and Advance After Combat [9.9]. A Beachhead marker cannot be placed in a hex containing an enemy-controlled City or Installation. The Beachhead marker allows the owning player to do the following:

- Increase the SP limit of the hex to 6.
- Allows Sea Transport of Marine, Marine Armor, or Leg Infantry type units to the Beachhead hex [8.5.7].
- Allows units to attempt to ignore Retreat results [9.8.2]

A Beachhead, if available, may also be placed into a friendly-controlled and occupied Beach hex during any Combat Segment if an AMPH is adjacent to the Beach hex.

8.5.8.2.1 Beachhead Removal: Beachheads may be voluntarily removed at any time during an owning player's Movement Segment. They are only involuntarily removed when they are taken as a step loss in combat or if there is no AMPH in an adjacent All-Sea hex at the end of any friendly Movement Segment; *Exception: Not during Storm turns.* When a beachhead is removed in any manner, it is not available for placement until two Game Turns after the turn it was removed; e.g., if removed in GT 1, it is not available again until GT 3. Place the Beachhead marker in the General Records Track in the appropriate GT as a reminder. It can then be placed again following an Amphibious Assault or in any Beach Hex adjacent to an AMPH during a Movement Segment. Sea Transport to a Beachhead is not allowed until the next allowable Movement Segment after placement.

8.5.8.3 Disembarking/Embarking Marine Units: Marine units beginning a Movement Segment in a Port with an AMPH or in a Beachhead [8.5.8.2] or Amphibiously Assaultable Beach hex [8.3.1.7] with an AMPH in any adjacent All-Sea hex may embark on or disembark from the AMPH in any friendly movement segment. The AMPH can move normally either before or after loading/unloading (but not both).

8.5.8.4 Beachheads and Combat: Beachheads provide their combat strength in defense and can be taken as a step loss. In addition, Beachheads automatically ignore any Retreat results. If alone in a hex, they have an ER of 4 when supplied and an ER of 0 when unsupplied.

9.0 Combat

Design Note: *In contrast to what we witnessed during the war in Iraq, it is our belief that combat in modern warfare, especially in rugged and built-up parts of the world, will inflict heavy casualties on both sides. Terrain and massed firepower are the primary factors. Line-of-sight will tend to be limited due to intervening terrain. Thus, even stand-off fights (tank engagements, AT missile shots, etc.) will generally be fought at relatively short distances. Engagements will be sudden and bloody affairs. Artillery firepower will be telling, as both sides deploy large numbers of guns with pre-plotted fire concentrated on likely routes of advance and reinforcement. Unit cohesion will play a telling role as huge losses take their toll on troop organization and morale.*

While terrain will certainly aid the defense, the cover provided by rough terrain will hamper early detection of attacking units, especially during bad weather. Thus, tactical surprise, infiltration, and flank attacks will combine to "pocket" units and create a swirling, confused battlefield with uncertain front lines. If, after a few game turns, you feel that fighting in modern combat is a real mess, be thankful that, at least this time, it's only cardboard.

9.1 Combat Eligibility

Any friendly units with an attack strength greater than zero that are adjacent to enemy units at the start of a friendly Combat Segment may choose to attack. Attacks are not allowed across all-water hexsides or into all-water hexes (*Exception: Amphibious Assault*). All units in a single hex need not attack the same hex nor attack at all. Defending units always defend as an entire stack (*Exception: Over-stacked hexes [8.1.1.1]*). A unit's attack strength is strictly unitary; each attacking unit must employ its full at-

tack strength, if it attacks, against a single defending hex. All adjacent enemy hexes do not have to be attacked. A unit may attack only once in a Combat Segment.

Important: Units are not allowed to attack into terrain that is prohibited to them during movement. Thus, armor/mechanized units can only attack into a mountain hex if they attack along a road.

9.2 Combat Procedure

All Combat Segments use the following procedure:

9.2.1 Attack Declaration

The attacker declares the hex being attacked and indicates his attacking units. **Important:** Once an attack is declared, it must be resolved fully before moving to the next attack.

9.2.2 Initial Combat Odds Computation

Each side totals the appropriate combat attack/defense strength for all units involved. The attacker's strength is divided by the defender's strength. If the division does not produce a clean ratio; e.g., 10:5 = 2:1, but leaves a remainder; e.g., 9:5 = 1.8:1, round the odds ratio down in favor of the defender; e.g., 1.8:1 becomes 1.5:1.

9.2.2.1 If there was a remainder in the odds ratio and the attack strength exceeds the defense strength, then the attacker receives a –1 DRM to his attack die roll. If the Initial Combat Odds exceeds the maximum listed on the chart; e.g., 7:1 or greater on the Flat/Flat Woods row, the attacker receives a –1 DRM. The attacker can claim only one of these two DRMs.

Example: In the case of 1.8:1, round down to 1.5:1 however, since it was not a clean ratio, the attacker would receive a –1 DRM.

9.2.2.2 Determine Initial Odds Ratio

Locate the proper Ratio/Terrain Column on the CRT. The attacker determines the appropriate combat column by reading across the terrain row that matches the terrain in the defender's hex to find the column containing the previously determined odds ratio. An attack with odds higher than the right-most column or lower than the left-most column (where an odds ratio is listed) is set to that maximum or minimum column. All column shifts are calculated from that point. Note that a marker is provided to keep track of the odds on the CRT.

Example: The rightmost column would be the appropriate column for an 8:1(or 36:1) attack into a Highland or Highland/Woods hex.

9.2.3 Determine Column Shifts and Die Roll Modifiers

Both sides choose a lead unit. This unit's ER [2.3.3] is used for the combat. Column shifts may also apply for surprise attack, attacks into Cities/Fortifications, and any attacks conducted during the Exploitation Combat Segment. Column Shifts and DRMs applicable to combat are listed on the CRT. Use the net difference of column shifts to modify the initial odds column. If, after netting out all shifts, the odds would shift off the chart, use the highest or lowest column available.

9.2.4 Combat Support Allocation

The attacker allocates all Air Points [6.1], Attack Helicopters [6.5], Artillery [9.5.6], and Naval [7.3.1] units to the combat. The defender then does the same.

9.2.5 Air Defense Fire Resolution

If either side committed Air Points or Attack Helicopters to the land engagement, ADF [6.6] is resolved immediately.

9.2.6 Roll Die and Resolve Combat

The attacker rolls the die, modifying the roll by any applicable DRMs as listed on the CRT.

9.2.7 Allocate Losses

The defender applies his losses/retreats first. Then the attacker applies his own losses.

9.2.8 Retreat and Advance After Combat

If the defender's hex is vacant at the conclusion of combat, the attacking player may advance up to four SPs (or three into Mountain/High Mountain terrain) of attacking units into the hex following the rules for Advance After Combat (and must advance at least one unit) [9.9].

9.3 Multiple-Hex Combat

Friendly units(s) selected to attack a single enemy hex must combine their attack strength during the attack (within stacking limits) [8.1.1.1]. A defending hex can never be attacked more than once per friendly Combat Segment. The attacker cannot attack more than one defending hex in a particular combat, even when adjacent to multiple enemy-occupied hexes. When conducting a multi-hex attack, the attacker receives DRM bonuses for attacking from more than two hexes adjacent to the defender [9.6.3].

9.4 Combat Strength Modifiers

When modifying unit strengths, modify each unit individually and round up [27.3]. Units can only be halved once; multiple halving effects are ignored.

9.4.1 River or Amphibious Assault

Each unit that attacks across a Minor River hexside (whether "bridged" or not) or makes an opposed Amphibious Assault has its attack strength halved. During multi-hex attacks, the halving effects of Minor Rivers/Amphibious Assault apply only to the units actually attacking across the river/sea hexside.

9.4.2 Armor Advantage

Armor units have their attack strength doubled when attacking a stack of non-armor/non-mechanized units in Flat or Rough terrain that does not contain a Fortification, City, or Woods.

Exception: This benefit does not apply when attacking across a river hexside or Amphibiously Assaulting.

9.4.3 Mechanized Advantage

Mechanized units have their attack strength multiplied by 1.5 when attacking non-armor/non-mechanized units in a Flat or Rough hex that does not contain a Fortification, City, or Woods.

Exception: This benefit does not apply when attacking aross a river hexside or Amhibiously Assaulting.

9.4.4 Armor/Mechanized Terrain Disadvantage

Armor and mechanized units have their attack strength halved when attacking into Marsh (non-Winter), Highland, Highland Woods, Mountain, High Mountain, or any Jungle.

9.4.5 Infantry Advantage

"Leg" units have their defense strength doubled when defending in an Urban or Jungle hex.

Exception: This benefit does not apply to units under a Clearing Operation marker.

Play Note: *See the Unit Identification Chart for determining eligible Armor, Mechanized, or Leg units.*

9.5 Column Shifts

9.5.1 Efficiency Column Shift

The attacker must designate which attacking unit's Efficiency Rating (ER) [2.3.3] will be used in the combat (in essence, this unit is "leading" the assault). The attacker must choose a unit which has an attack strength greater than zero. The defender indicates which defending unit's ER he will use to defend. The attacker then subtracts the defender's ER from his ER. The result is the number of columns the combat is shifted on the CRT (right if the attacker's ER is greater, left if the defender's ER is greater). Additionally, the units that are used to determine efficiency column shifts must take the first step-loss results (if any) in the ensuing combat.

9.5.2 City/Fortification Column Shift

Attacks against units defending in a City or Fortification [8.3.1.5/8.3.1.10] hex are shifted two columns left on the CRT. A defender receives the benefit of Fortifications only if the Fortification is located within the player's own or allied country and is friendly-controlled. When a hex contains both a City and a Fortification, the effects are cumulative. The City column shift is not applied/used for units under a Clearing marker [8.4.1.5].

9.5.3 Exploitation Combat Shift

Following Exploitation Movement, any unit of the Initiative player (whether it moved during Exploitation or not) may conduct combat. Such Exploitation Combat is resolved with a shift of two columns to the left.

Design Note: *This unfavorable column shift represents the reduced effectiveness of units that have been moving and attacking continually for days. Combat fatigue, low supply, and reduced combat support from artillery, engineers, and HQs are some of the key factors represented here. On the other hand, forgoing that Exploitation Attack could let the initiative shift to your opponent…*

9.5.4 Surprise Column Shift

Some scenarios designate that one side receives a column shift (or shifts) benefit to reflect surprise.

9.5.5 Amphibious Assault

Amphibious Assaults incur a shift of one column to the left unless non-Amhibiously Assaulting units are also attacking the hex and those units contribute more than half of the combat strength (after modification).

9.5.6 Artillery Support

Artillery (including MLRS and Rocket Artillery) units are specifically dedicated to providing fire support. Artillery units are treated as ground units in most respects except that they can also provide column shifts in combat.

Artillery units provide one column shift in combat. One or two Artillery units can support a combat on the attacking side, but only one can support a combat on the defending side. An Artillery unit can support any eligible unit (see below) within its support range, including in its own hex. They can support more than one combat in a Combat Segment. They can use this capability twice in any given Game Turn.

Artillery units with no color in their unit type symbol are independent units and can support any unit regardless of Formation or nationality. Artillery units with a color in their unit type symbol are part of a Formation and can only support units in that Formation. Artillery units can always support themselves.

Rotate them back in the Reorganization Phase using the same procedure as Attack Helicopters [6.5.2].

9.6 Die-Roll Modifiers

9.6.1 Combat Support

Both the attacker and the defender may modify the combat results die roll by allocating Air Points [6.1], Attack Helicopters [6.5], or Naval Combat Support [7.3.1] to the combat. Either side may allocate any number of Naval Units within range of the combat. The attacker allocates each type of Combat Support first.

For each side, total the Attack Rating of Helicopters and the number of Air Points, both adjusted by ADF [6.6], along with Naval Combat Support.

Subtract the attacker's Combat Support from the defender's. The difference (either positive or negative) is a DRM to the ensuing combat die roll, and it cannot be more than +6 or less than -6 (net).

9.6.2 Airfields, Towns, and Installations

If the defender's hex contains an Airfield, Town, and/or Installation [8.3.1.2], a +1 DRM is applied to the combat. These DRMs are cumulative. This DRM is only applied if the hex is controlled [8.4] by the defender.

9.6.3 Multiple Hex Combats

If the attacker attacks from at least three different adjacent hexes using units with an attack strength greater than zero, he receives a favorable DRM in that combat. The DRMs are −1 if attacking from three or four hexes and −2 if attacking from five or six hexes. Amphibiously Assaulting units cannot be used to qualify for this DRM.

9.6.4 Special Unit Attacks

Game Specific Rules may have additional modifiers affecting certain Special Unit types.

9.6.5 Mixed Nationality Attacks

Game Specific Rules may dictate a DRM affecting attacks by multiple nationalities.

9.6.6 Multi-Formation Attacks

When different Formations [2.3.4/15.2.10] attack together, apply a DRM (see CRT) for each additional Formation beyond the first. Independent units; i.e., those with no Formation affiliation and/or a white unit type box, are ignored for purposes of this DRM.

Play Note: *Unless otherwise specified in the GSR, each formation counts regardless of nationality.*

9.6.7 Light/Mountain Infantry

The Terrain Effects Chart will note when an attacking or defending Light or Mountain infantry unit receives a −1/+1 DRM to the combat die roll. If a side has both types of units in a combat, it earns only one DRM. This DRM is not per unit but per combat.

Exception: No DRMs can be earned by LI units that are part of an Amphibious Assaulting stack.

9.7 Combat Results

Combat results on the CRT are listed and read left to right as Attacker/Defender. Attacker results indicate a number of step losses. Defender results may include both a number of step losses and an "R" indicating retreat. In all cases, step losses are applied before retreats.

9.7.1 Step Losses

Units consist of either one or two steps. Two-step units are back-printed with their reduced state on the reverse side. Single-step units are not back-printed, and are eliminated when called upon to lose a single step. When a two-step unit takes its first "step loss," flip it over to its reverse side. When a unit on its "reduced" side takes another step loss, that unit is eliminated from play. SP value is not necessarily indicative of the number of Step Losses.

When the CRT result indicates step losses for either the attacker or defender, that player removes that number of steps from his unit(s), beginning with one step from the lead unit. This is an aggregate loss for the entire force, not for each unit involved in the attack/defense. After the first step loss, all two-step units in a stack must take a step loss before any unit is eliminated.

Play Note: *Thus, unreduced units will take step losses before units that have already taken a loss, regardless of when they took the loss, except for the lead unit.*

9.7.1.1 Excess Combat Losses: If the final odds were in the 11, 12, or 13 column and the CRT calls for more step losses than the defender can satisfy, the attacker reduces his losses in that combat by one.

If the attacker cannot satisfy all the step losses called for on the CRT or is completely eliminated, the defender reduces his step losses by one regardless of the column on the CRT.

9.7.2 Retreat Results

An "R" result on the CRT indicates that the defending unit/stack retreats a certain number of hexes. [9.8]

9.8 Retreats

9.8.1 Retreat Procedure

When a defending unit/stack is forced to retreat as a result of combat, each unit in the hex must retreat the full number of hexes called for by the terrain they occupied during the combat. Units defending in non-City or non-Fortified Flat, Flat Woods, Rough, Rough Woods, and Marsh retreat two hexes. Units defending in any other terrain types retreat one hex.

If a stack of units must retreat, each unit in the stack retreats individually. Retreating units may retreat to separate hexes. All retreating units must, however, end their retreat the indicated number of hexes away from the original defending hex. Use the following retreat priorities for each hex entered in the retreat:

Priority 1: Non-prohibited terrain towards friendly map edge *and* free of EZOC.

Priority 2: Non-prohibited terrain free of EZOC.

Priority 3: Non-prohibited terrain towards friendly map edge.

Priority 4: Non-prohibited terrain.

9.8.2 Retreat Restrictions

Retreats cannot end in an EZOC [8.2.2] or enemy Installation hex [8.3.1.2], unless that hex contains a friendly ground unit. Retreats cannot end in a hex that would require the retreating units to place a Clearing marker. Retreating units may Bypass [8.5.1.1] an empty enemy Installation or City hex.

Only LI can retreat across unbridged river hexsides. Mechanized and Motorized Mobility Class units cannot retreat into Prohibited terrain unless along a road.

Marine units may retreat to an adjacent AMPH if the Marines are retreating from either a Beachhead or a Port. Units eligible for Airmobile Movement may use Airmobile Points, if available, (or intrinsic Airmobile Movement) to retreat. They must, however, retreat to a friendly-controlled Airbase/Airfield that must be traced as per normal Airmobile Movement [8.5.4.4]. Also note that they will undergo ADF for beginning movement in an EZOC [8.5.4.4]. Ignore any Abort result from this ADF.

9.8.3 Voluntarily Ignoring Retreat Results

Units in Urban, Highland/Highland Woods, or Mountain/High Mountain hexes, hexes with Cities, Fortifications [8.3.1.10] or Beachheads [8.5.8.2] may voluntarily attempt to ignore retreat results on the CRT. Such units make an ER Check [2.3.3] against the lowest ER unit in the stack. If the unit fails, the unit/stack may either retreat as normal or lose an additional step [9.8.4] and remain in place. If the unit passes, the unit/stack ignores the retreat.

> **Play Note:** *Only one roll is made for the stack (even a "stack" of one unit) and the result affects the entire stack.*

9.8.4 Failure to Retreat

If a unit's only retreat path would leave it alone in an EZOC at the end of its retreat, or it cannot fully retreat because of blocking terrain, the presence of enemy units, or any other reason, it must remain in its original defending hex. The unit must make an ER check [2.3.3]; if it fails it takes an additional step loss.

If multiple units from a defending hex failed to retreat, only the unit with lowest ER makes the ER check, and, if it fails, takes the step loss for failing to retreat.

9.8.5 Retreating Through EZOCs

If, during its retreat, a unit enters or moves through any EZOC [8.2], it must take an additional step loss if it fails an ER check [2.3.3]. Note: Units retreating into hexes containing friendly units ignore EZOCs projected into those hexes.

9.8.6 Retreating Into Defending Hexes

Units that retreat into a friendly-occupied hex that is the target of a subsequent attack during the same Combat Segment add nothing to the defense of the hex, nor can they be used to satisfy any combat step losses, but they may cause an over-stacked condition. Moreover, should no friendly units that defended in the hex remain after applying combat results, the original retreating units each make an ER Check [2.3.3]. If a unit fails, it takes a step loss. Those units then retreat normally according to the result.

9.9 Advance After Combat

Advance After Combat is only permissible for the attacking player; a defending stack cannot advance after combat. Whenever a defender's hex is vacated as a result of combat, the attacker, if he has any surviving units, must advance at least one attacking unit of his choice into the vacated hex. Attacking units with an attack strength of zero which were stacked with an attacking unit may also advance.

9.9.1 Mechanized/Motorized Unit Advance

If the retreating defender was forced to retreat two hexes or was eliminated and any of the remaining attackers are Mechanized/Motorized units, those Mobility Class units may advance beyond the original defender's hex (temporarily ignoring EZOCs [8.2]) into any vacant hex adjacent to the original defending hex.

Such an advance can take place in Mountain, High Mountain, Highlands, Highland Woods, and any Jungle or across rivers only if the adjacent hex chosen for the advance is connected to the original defending hex by a road (of any kind), bridge, or a highway. This "second hex" advance is not allowed during "Storm" turns, following an Amphibious Assault, or into a Fortification, Urban, City or Installation hex. Nor is it allowed if the defender's hex was an Urban, City, or Installation hex.

9.9.2 Advance Into Urban, City, or Installation Hexes

When the defender vacates an Urban, City, or Installation [8.3.1.2] hex, the unit that is required to advance and all units that the attacker elects to advance into the hex are placed in the hex under a Clearing marker [8.4].

9.9.3 Advancing into Ports

When ground units advance into a Port containing enemy Naval Units the latter are displaced or Eliminated. On a non-Storm turn, if the Inshore Box is friendly or Contested, place the units there; otherwise, the Naval Units are placed in the nearest friendly Port as traced along the coastline. If no Ports are available via those methods, the Naval Unit is Eliminated. Place it on the Game Turn track four turns ahead; it enters as a reinforcement during that turn's Reinforcement Phase.

9.9.4 Amphibious Assault Advance

All units that conduct a successful Amphibious Assault must advance into the defender's hex.

10.0 Reinforcements

The Game Specific Rules will detail how each side's Reinforcements enter play.

11.0 Replacements

Each side receives a certain number of Replacement Points during the course of the game. These points are received during the Reinforcement/Replacement Phase of each game turn as dictated by the scenario. These points are listed by nationality and can only be used to replace or reconstitute units of the same nationality. Replacement Points may be spent immediately or saved and accumulated from turn to turn. Players should move the Replacement Points marker on the Game Record Track to record the current number of Replacement Points. Replacement Points can be used to recover lost steps from reduced strength units on the map or to reconstitute eliminated units.

11.1 Step Recovery

Any unit that is not in an EZOC [8.2] may recover a lost step during this phase by paying the Replacement costs as listed in the Replacement/Reconstitution Table in the Play Aids. Friendly units which are surrounded, i.e., the six adjacent hexes, by enemy units, enemy ZOCs, or Prohibited terrain may not recover steps.

11.2 Reconstitution

Some previously eliminated units may be reconstituted as one-step units during this phase. The cost in Replacement Points is higher for Reconstitution than for Step Recovery. Reconstituted units are placed on the map in any hex in their home or allied country in a friendly-controlled Town, City, Urban, or Installation hex or adjacent to a friendly unit. This hex must be more than two hexes from an enemy unit.

A unit can only recover one step per turn. Thus, two-step units require two turns for full reconstitution.

The chart lists brigades, regiments, and divisions. Two battalions can be reconstituted for half the cost in RPs of a brigade (rounded up).

12.0 Victory

12.1 Victory Points

Each side earns Victory Points (VPs) as listed on the Victory Point Chart [see map] throughout the game turn for capturing certain hexes and eliminating enemy units. VPs should be accumulated on the Game Record Track as they occur by moving the "VPs This Turn" marker to reflect the gain of VPs.

Important: Players earn VPs each time they capture an enemy-controlled VP hex. Thus, if a side captures an Urban Capital hex, that player earns six VPs. If the opposing player recaptures that hex, he receives four VPs. If the other player subsequently recaptures the hex, he again receives six VPs. Note the difference between capturing an Urban hex and a Capital hex.

The Victory Point Track records VP totals for the game and is updated by adding each turn's totals (as recorded by the "VPs This Turn" marker) during each Victory Determination Phase.

12.1.2 Installation Destruction

VPs earned for Destroying a previously Destroyed and repaired Installation can only be earned again after the Installation is fully repaired. Destroyed Installations lose all game effects, including Clearing, VP for capture, etc.

12.1.3 Pre-Game VPs

Add any VPs earned via activities that occurred prior to the game (e.g., pre-game Strikes) directly to the VP total and not to the first Game Turn's "VP This Turn."

12.2 Automatic Victory

Design Note: *These rules distill and represent different perspectives on the various factors that might work together to spell victory or defeat for either side.*

Although there's no guarantee as to what would drive either side to surrender, we can argue that many sets of circumstances might cause surrender. Appropriately, we've created the Automatic Victory Table to add that same uncertainty to the game. Basically, if one side has a large VP lead or occupies the enemy capital, an automatic victory (one side's surrender) may take place.

Each campaign scenario lists an Automatic Victory Level. This level is expressed as a differential between the two players' Victory Point totals. Whenever this differential meets or exceeds that specified by the scenario, the player with the greater VP total rolls once on the Automatic Victory Table. Additionally, when one player Controls all hexes of the enemy capital (or other hexes designated by the Game Specific Rules), he rolls once on the Automatic Victory Table. Note that a player who achieves both the VP differential and the occupation of the enemy capital (or other hexes) is entitled to two rolls on the Automatic Victory Table that turn.

When a player rolls on the Automatic Victory Table, he rolls under the column that represents the number of times he has rolled on the Table (including this one), as recorded on the Game Turn Record Track. If this is his first roll, he uses the "1" column, second roll the "2" column, etc. If the result is "Victory," the player wins an immediate Automatic Victory due to the unconditional surrender of the other side.

12.2.1 Optional Automatic Victory Requirement

Players may agree that Automatic Victory rolls can only be made if the rolling player currently has the Initiative in an Initiative Turn.

12.3 Victory Levels

Each scenario lists the requisite Victory Points to achieve certain victory levels. The victory levels are as follows:

• Overwhelming Victory.

• Substantive Victory.

• Marginal Victory.

• Stalemate.

If the game does not end in an Automatic Victory, the player with more points at the end of the game is the winner. Refer to the scenario's point differentials to determine the level of victory.

13.0 Optional

This rules section provides optional rules for the Standard Game. Some of these rules are superseded in the Advanced Game.

13.1 Supply

Logistics were deliberately left out from the Standard Game rules to provide a more streamlined experience. However, those players wishing to play with a little more attention to the art of war may include the following rules for determining supply.

13.1.1 Supply Phase

Insert a Supply Phase between the Weather and Initiative Phases in the Standard Game SOP.

13.1.2 Supply Sources

Friendly Urban, City, Port or Beachhead [8.5.8.2] hexes are Supply Sources. Ports and Beachheads are eligible only if the Inshore Box [7.1] is friendly Controlled or Contested.

13.1.3 Line of Communication (LOC)

A unit is considered to be in supply if it can trace a contiguous line of road hexes free of enemy units, ZOCs [8.2], prohibited terrain, or enemy Urban, City or Installation hexes to a Supply Source. A friendly unit in an EZOC hex negates the effects of the EZOC for tracing a LOC. A unit may trace overland up to two hexes to a road provided those hexes are not Prohibited to Motorized movement. A unit in a hex adjacent to a road, regardless of hex or hexside terrain, may use that road hex to begin its LOC. Beachheads are assumed to connect any roads in adjacent hexes for this purpose.

13.1.4 Airborne/Airmobile/Marines Supply

Units that use Airborne (Paradrop) [8.5.3], Airmobile Movement [8.5.4], or Amphibious Assault [8.5.8] are considered in supply for the entire turn that they perform such movement. After that, they must trace supply normally. Marines are always in supply when embarked on an AMPH.

13.1.5 Out of Supply Effects

Units that are out of supply have their Attack and Movement ratings halved (rounding up to a minimum of one), and their ER is reduced by one (not below one). Such units also cannot move in either the Elite Reaction or Exploitation Movement Segments. Airmobile-type units that are out of supply cannot move by airmobile movement until resupplied. (They could be moved by expending Airmobile Points.) Artillery units are not rotated in the Reorganization Phase.

Units that are out of supply cannot receive Replacements. In addition, a Reconstituted unit must be placed in a hex from which it can trace supply.

13.2 Fog of War

In the heat of battle, it's sometimes difficult to keep track of the enemy. This is called the "Fog of War." Players must disregard 8.1.2 Examining Enemy Stacks and cannot inspect their opponent's stacks.

ADVANCED GAME SERIES RULES

14.0 Advanced Game Introduction

The Standard Game simplifies several aspects of modern combat for the sake of playability. In the Advanced Game, while we still don't claim that it's realistic (pretty tough to be realistic with paper and cardboard!), we have added or expanded several major subsystems to let players examine what a modern war might look like. Even these systems have been abstracted and streamlined for playability's sake. What we really want to show here is that the mass of forces do not reflect a complete picture of the assets each side would use to fight and win a future war.

The Advanced air rules reflect an aspect of the war that would be absolutely key to success. The Standard Game is a reasonable quantification representing the Close Air Support units that actually made it through to the front lines. The Advanced rules, however, let players who want to push around planes have a field day. It's not precise doctrine, but you can use your aircraft to implement the same strategies and (hopefully) achieve the same results as your real-life counterparts. The effects of air power (if properly applied) against an enemy's supply and command structure can really wreck his day.

Detection of ground units also provides more realism via the Advanced Rules. Basically, the side with Air Superiority is able to "see" further into the enemy's rear area. This ability to detect and strike targets far from the front lines is, of course, critical to U.S. doctrines.

The addition of supply rules gives the Advanced Game a better representation of the challenges that each side faces in supplying their troops. For both sides, protecting their supply units from enemy air and Special Operations Forces attack is vital to their success.

When you put all these systems together, you get a much clearer view of what a modern war might look like. The interaction between these systems, and, especially, between the subsystems of the Advanced Air Game, has proven both difficult to design and intriguing to study. We hope you have as much fun playing the game as we did creating and testing it.

Enjoy the game!

15.0 Advanced Game Components

The Advanced Game uses the units and markers from the Standard Game with the addition of several new ground units and game markers.

15.1 Sample Advanced Game Units

15.11 Advanced Game Unit Values
Refer to the Unit Type Identification chart (p.2 or the play aid) to read the counters.

15.2 Explanation of Unit Values

15.2.1 Strike Rating
The unit's capability to attack targets with bombs and stand-off weapons. It is used any time the aircraft performs a Strike. The "**" rating on some air units indicates that they can be used only to launch Cruise Missiles. Other air units may also do so if specified in the Game Specific Rules.

15.2.2 Combat Support Rating
The unit's ability to fly Combat Support Missions. This number is a DRM (negative if attacking; positive if defending) to the combat resolution die roll.

15.2.3 Air-to-Air Combat Rating
The aircraft's abilities in air-to-air combat. It is used when the unit engages in combat against other aircraft. A parenthesized rating (#) indicates that the unit cannot fire offensively in air-to-air combat.

15.2.4 Pilot Skill
The general training, doctrine, electronics, and skill level of the unit's pilots. This rating is used as a DRM in Air-to-Air and Strike Combat. When air units of the same type (e.g., USN F/A-18E) are called for during setup or as a reinforcement, select randomly from all such air units not already in play.

15.2.5 Range
For air units, either S(hort), M(edium), (L)ong, or (U)nlimited, indicates the distance that the unit can fly missions (see GSR for details). For HQ/Artillery units, the distance in hexes that they can conduct Strikes or provide Combat Support as well as the value of that Support.

15.2.6 Weather Rating
An "A" indicates that the air unit is capable of flying during non-clear weather turns.

15.2.7 Stealth
An "S" following the Weather Rating indicates that the air unit utilizes "Stealth" technology. A stealth unit cannot be attacked by Long-Range or Stand-off combat.

15.2.8 Stand-off Weapons
An asterisk (*) after any rating indicates that the air unit is capable of using stand-off weapons for that type of attack. In air-to-air combat, units with Stand-off weapons are allowed to fire during Stand-off combat. When performing Strike missions, units choosing to use their Stand-off capability are immune to AAA fire. Stand-off Strikes may not be used for Interdiction.

15.2.8.1 Long Range Weapons: The "**" rating on some air units represent the advanced electronics, doctrine, and extremely long range air-to-air missiles that these aircraft carry. These aircraft are allowed to fire up to three times (long range, stand-off, and dogfight) in air-to-air combat.

15.2.9 Wild Weasel

Units with "WW" in place of their normal CS and Strike values are especially adept at attacking and countering enemy Air Defense networks. These units can be used offensively to attack the enemy's Detection, AAA, and SAM tracks. They can also be assigned as Defense Suppression units to provide extra protection against air defenses for units on Wild Weasel, Strike, and Combat Support missions.

15.2.10 Formation ID [2.3.4]

As an addition to 2.3.4 this is also important for HQ combat support, supply, and unit replacement.

15.2.11 Supply Range

This is the maximum distance, measured in Motorized movement points, that a supply unit can provide supply to a formation or HQ.

16.0 Advanced Movement Rules

16.1 Light Infantry Infiltration Movement

Any Light Infantry unit that begins a friendly movement segment adjacent to an enemy unit may attempt to infiltrate that unit's hex and move into another vacant hex adjacent to the enemy unit. The vacant hex must be designated before the roll is made. The hex cannot be one that requires a Clearing Operation [8.4.1] to gain control. Infiltration cannot be attempted across an allwater hexside.

The infiltration attempt consists of an efficiency check for each light infantry unit. The roll is modified as shown on the Light Infantry Infiltration table. Note that the modifiers are based on the terrain of the hex occupied by the enemy unit, rather than the vacant destination hex.

If the unit passes its efficiency check, place it in the previously designated hex. The unit is finished moving for that movement segment. If the unit fails, it remains in its starting hex with a Strike 1 or Strike 2 marker based on the die roll. If the final roll was one greater than its ER, place a Strike 1 marker. If the final roll was 2+ greater, place a Strike 2 marker. The unit is finished moving for that movement segment.

17.0 Advanced Naval Rules

The following rules add to the Standard Game rules and allow players to use their Air units and theater weapons to contest control of the At Sea and Inshore boxes in and around the area of conflict. Naval Units in Port may not launch Cruise Missile attacks (26.0), conduct Combat Support (7.3.1), Naval Bombardment (17.5), or engage in Naval Surface Combat (17.3).

17.1 Anti-Naval Strike Rules

Using the following rules, players may launch Air Strikes and Cruise Missile attacks against Naval Units in an All Sea hex, an Inshore Box, or At Sea Box. Naval Units in Port can only be the target of an Air Strike.

17.1.1 Allocation

Allocate Air [23.0] or Cruise Missile [26.0] Strikes normally. Only detected [17.1.2] Naval Units can be the target of a Strike.

17.1.2 Detection
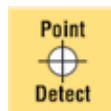
A Naval Unit is automatically detected with Point Detection when it conducts a Strike in Naval Surface Combat. A Naval Unit in Port is always considered Area Detected.

Otherwise, players must attempt to detect Naval Units as follows:

1. During the Naval Unit Detection Step of the Air/Naval Phase.

2. At the end of movement when a Naval Unit moves into a new At Sea Box, Inshore Box, or All-Sea hex.

3. When a Naval Unit Bombards [17.4] or provides Combat Support [7.3.1], mark it as Area Detected if it is not already Point Detected.

To resolve, roll the die, apply the DRMs as indicated on the Naval Detection Chart (see Strategic Display), and apply the results. Replace or remove whatever marker was previously on the unit.

All-Sea hexes are treated as part of their associated Inshore Box for DRM purposes, i.e., the At Sea/Inshore Box DRM(s) applies to units in both the Inshore Box and any associated All-Sea hex. Naval units in an All-Sea hex are in the same Location as the Inshore Box and vice versa.

17.1.2.1 Detection Removal

If an already Detected unit moves to a new location and the detection roll fails, remove the marker.

> **Design Note:** *A Point Detection means that you have exact target location; i.e., a hard return from radar or sonar or visual sighting. Area detection means you have a general idea of the enemy's location; i.e., from emissions detection. A Point Detection results in a DRM when conducting a Strike whereas the Area Detection simulates a Bearing Only Launch (BOL) resulting in a smaller chance to hit.*

17.1.3 Strike Chart

Use the Naval Unit row on the Strike Chart and cross-reference the appropriate Strike value. Carrier-based Air Units use the appropriate "Naval #" column where the # corresponds to their Strike Rating. [23.4.1.1]

Apply the Naval Strike DRMs as indicated on the Strike Table.

Strike results may cause Naval units to retreat or be removed from the map [27.4].

17.1.4 Naval Air Defense Fire

Naval Units in Port use Normal/Local ADF values as appropriate [24.1], otherwise, they use their own values as detailed below.

Naval Units use normal procedures with the following exceptions:

1. **Naval ADF:** See the values on the chart. They are applied if the type of unit is in the Box/Zone regardless of whether or not it is the target (use only one set of values if multiple types are present).

2. **Early Detection and Interception:** Any "D" result from a Naval Unit detection when using its own ADF values is considered an "ED" result if against an Air Strike targeting the Naval Unit (or any Naval Units with which it shares a Location). Any Air Unit in the Air Superiority Box can be used as an Interceptor for an Air Strike against such Naval Units in an All-Sea hex, Port, or Inshore Box if within the intercepting unit's range. Air Units in a CVN's/CV's Ready Box in the same At Sea Box/Sea Zone, Inshore Box, or in an All-Sea hex on the same Operational Map as the target can be used as Interceptors against the Air Strike. Intercepting Naval Air Units not eliminated or Aborted are not returned to the Flown box of their carrier; they are placed in the Ready Box instead.

3. **Naval SAMs:** If an Air Strike is Detected, these may be used. If it is a Stand-off Strike, the results do not affect the Air Unit in any way ("X" and "A" are a miss). If the Air unit chooses not to use Stand-off, it applies the –1 DRM on the Strike Table for doing so, but SAM results will affect the Air Unit ("X" and "A" are applied normally).

4. **Naval AAA (CIWS):** This is used to defend against Naval Surface Combat, Cruise Missiles, and Air Strikes, regardless of Detection. After any allowed SAM rolls, roll on the appropriate AAA column. All Naval units receive a "–1" DRM for CIWS. USN Naval Units receive an additional "–1" DRM. Against an Air Strike using Stand-off weapons, "A" and "X" results have no effect on the Air Unit, but do cause the Strike to miss. Against non-Stand-off attacks, apply results normally.

17.2 Victory Points

See the game specific Victory Point Chart.

17.3 Naval Surface Combat

A Naval unit in the same At Sea or Inshore Box as a Detected [17.1.2] enemy naval unit may conduct Surface combat against that unit. A Naval unit in an All-Sea hex may conduct Naval Surface Combat against a Detected enemy Naval unit in an All-Sea hex within 10 hexes. The 10 hex path cannot cross a land hexside. During each Combat Segment, conduct a Strike against the detected unit using the Naval Surface Combat column that corresponds to the unit's Combat Support Rating. Defending units apply any results generated by Naval AAA (CIWS). Apply any DRMs from the Advanced Strike chart.

Either player may initiate Naval Surface Combat in each Combat Segment. In general, all units in a location are involved, and combat is conducted as follows:

1. Undetected naval units simultaneously declare any previously detected naval unit as their target, resolve their fire, and are marked as Point Detected.

2. Previously detected naval units simultaneously declare any detected naval unit as their target, resolve their fire, and are marked as Point Detected.

3. Conduct any Retreats [27.4]

17.4 Naval or Strategic Display

The Naval or Strategic Display is an off-map display that contains areas generalizing the surrounding Land Areas and At Sea and Inshore boxes. Game Specific Rules will provide details on usage of this display.

Design Note: *This may not be present in all games.*

17.4.1 Control Effects on Retreats

Rather than requiring a retreat when Control of an At Sea or Inshore Box changes, a naval unit may elect to remain in its location and incur an automatic Strike 1 hit.

17.5 Naval Bombardment

Naval Units, no more than one per target [23.2] *(Exception: Not ADF Tracks)*, can conduct a single Naval Bombardment within range, or from an Inshore Box to its associated Land Area, during each Strike Phase using the Combat Support value as their Strike value. Cross-reference the Naval Unit's Combat Support value with the appropriate terrain and roll the die. There is no ADF and the only DRM that applies is if the target hex is overstacked. They can provide this only from an All-Sea hex, or, when allowed by GSR, from an Inshore Box. They can conduct the Naval Bombardment as long as there are no enemy Naval Units within 10 hexes or, when applicable, in the same Inshore Box.

18.0 Formations, HQs, & Artillery

Most of the game's ground units have their unit type symbol colored to designate their Formation [15.2.10].

HQs are among the most important units in the game. HQs have inherent combat capabilities and allow subordinate units to Reconstitute and receive Replacements [27.9.3]. The loss of an HQ and its capabilities can be a crippling blow to a formation.

18.1 Subordination

All ground units in the game are subordinate to certain "parent" HQ units, as follows:

1. All non-HQ units with a colored unit type symbol are subordinate to the HQ with that same color.

2. All non-HQ or Artillery units with a white unit type background and/or no higher Formation designation are subordinate to any of their country's HQs.

Subordination is important for purposes such as HQ Combat Support and Supply Determination.

18.2 HQ Capabilities

Each HQ is assumed to include combat support elements such as Engineers, Reconnaissance assets, electronic warfare units, organic artillery, and, for some countries, Unmanned Aerial Vehicles (UAVs) for both reconnaissance and strike. HQs have two combat capabilities: Combat Support [18.2.1] and HQ Strikes [18.2.2]. They also provide Air Defense Fire [18.2.3], Chemical Weapons Support [18.2.4], and Bridging capabilities [18.2.5].

During the Reorganization Phase of each game turn, depending on its status, an HQ will rotate back to full capability if it is not Out of Supply [see SOP].

18.2.1 Combat Support Strength Combat Capability

When applying support add the full range value of the HQ support as combat strength after any doubling/halving or other modifications to the supported units.

Example: if a DPRK 5-5-8 Mech Inf Bde is attacking a USMC 1-1-4 battalion, the initial odds are 5:1. Both sides apply one HQ to support, each with a range, and combat support value, of "4." Now the ratio is 9:5, which becomes 1.5:1.

In order to be eligible to receive support, the attacked hex must be within the range of the HQ providing the support and at least one of the units involved must be subordinate to the HQ providing the support.

No more than two HQs can support an attack; no more than one HQ can support the defense.

Exception: Supreme HQs cannot provide combat support.

18.2.2 HQ Strike Combat Capability

An HQ Strike can be made against any detected [21.0] ground unit in range of the HQ unit. The Strike range for HQs is listed on the counter.

HQ Strikes are resolved on the Advanced Strike Table. Use the appropriate column. If the firing HQ has taken a step-loss, apply a "+1" DRM to the Strike.

HQs can also conduct Interdiction Strikes. Resolve this on the Advanced Interdiction table by cross-referencing the column noted for use by the type of HQ with the type of terrain and applying any DRMs.

A unit cannot be the target of more than one HQ Strike in a Phase.

18.2.3 Air Defense DRM Capability

HQs provide a "–1" DRM to any ADF against enemy units landing or performing a mission within two hexes of the HQ. This ADF capability can be used any number of times in a game turn and does not count against the HQ's combat capabilities.

18.2.4 Chemical Weapons (CW) Support Capability

Each supplied non-Supreme HQ can be used to place a Chemical Weapons (CW) marker on combats involving non-isolated subordinate units. The attacked hex must be within the HQ's range and a CW Point must be available. A player will have a given amount of markers as specified in the Game Specific Rules. Once a marker is placed, the effects last until the marker is removed

at the end of the turn. In general, a CW marker reduces the ER of units in the target hex by three (two if all defenders are U.S.).

18.2.5 HQ Bridges

Friendly HQ units can create temporary bridges across major and minor rivers. This simulates the use of inherent engineering functions. HQ Bridges function in all respects as normal bridges: they negate the additional MP normally required to cross a minor river hexside and allow a unit to cross a major river hexside at no additional cost in MP.

At the end of a friendly Movement Segment, an HQ that is not in an EZOC can create one bridge across a major or minor river hexside using the Advanced Game bridge repair procedure [27.10.2].

Exception: An airborne HQ can only place an HQ bridge if it can also trace a Line of Communication to a friendly Supply Source [19.1], and it is not using Airbase/Airfield Supply [19.1.2].

To indicate the engineer bridging effort, place the HQ's Bridge marker in one of the hexes with the arrow pointing to the hexside being bridged. Each HQ can have only one such bridge in place at a time. Once placed, the HQ Bridge remains in operation until one of the following occurs:

a) It is removed voluntarily by the player at the end of a subsequent friendly movement segment;

b) The placing HQ cannot trace an LOC of 4 or fewer Motorized MPs to either hex containing the Bridged hexside at the end of a Movement Segment;

c) Any enemy ground unit ends its Movement Segment in a hex containing a bridge hexside (apply only if the other hexside is not occupied by a friendly ground unit with an attack strength greater than zero);

d) It is destroyed per Bridge Damage/Destruction [27.10.1];

e) A Nuclear Attack is successfully resolved in a hex containing the bridge hexside.

If any one of these events occurs, remove the HQ Bridge marker immediately. If the HQ Bridge marker is removed due to c, d, or e above, remove it permanently from the game.

An HQ Bridge marker that is removed for any reason cannot be placed again until the end of the next friendly Movement Segment.

18.2.6 HQ Capability Restrictions

HQ capabilities cannot be used if the HQ is under a Clearing marker or in an All-Sea hex, Inshore Box, or At Sea Box.

Each HQ can utilize its combat capability twice during a game turn. It can, however, use this capability only once in any single

Strike Phase or Combat Segment (so it cannot, for example, support two combats in the same Combat Segment).

Rotate the HQ 90° (just like Attack Helicopters) when the HQ conducts a Strike or provides Combat Support. An HQ that is rotated 180° is not eligible to use any combat capabilities this GT.

HQ Combat Capabilities can be reduced by enemy Special Operations Forces Raids or Strikes via placement of Strike markers [27.3]. Each time an HQ receives a Strike result (1, 2, or X), it loses one of its combat capabilities for the rest of that game turn.

18.3 Supreme HQs

The GSR will indicate if a side has a Supreme HQ. All units of a side are subordinate to it.

18.3.1 Combat Capabilities

Supreme HQs cannot provide combat or CW support. They have an extended range, as shown on the counter, for their HQ Strikes (representing Surface-to-Surface missiles).

18.4 HQ Step Losses

HQs with a step loss incur a "+1" DRM to their HQ Strike capability.

18.5 Elimination

HQs are eliminated, like other units, when all their "steps" are destroyed.

18.6 Artillery

Artillery (including MLRS and Rocket Artillery) units are specifically dedicated to providing fire support. Artillery units are treated as ground units in most respects except that they can also provide column shifts in combat [9.5.6] and conduct Strikes in the Advanced Game during Strike Phases. Artillery that are part of a formation can only provide Combat Support to units that belong to that same formation or a sub-formation of its HQ.

They are treated similarly to HQs regarding their combat capability usage and recovery [19.5, 27.3].

18.6.1 Artillery Strikes

Artillery units can conduct strikes during the Artillery Strike step of the Strike Phase. All such Strikes are conducted using the "Other HQ/Arty" column cross-referenced with the appropriate terrain and using all applicable DRMs. A unit cannot be the target of more than one Artillery Strike in a Phase. This is in addition to any HQ Strike.

Artillery units can also conduct Interdiction Strikes by cross-referencing the column noted for use by Artillery with the appropriate terrain type and applying any DRMs.

19.0 Supply

Design Note: *In order to perform at maximum effectiveness, ground units must be "in supply." This represents the steady flow of beans and bullets (food and ammunition) as well as spare parts, clothing, mail, and everything else a unit needs to be fully functional.*

These rules supersede the optional supply rules in the Standard Game. Supply is checked twice in Initiative Turns and only once in Contested Turns as per the Sequence of Play which should be followed exactly as the two Supply Phases are slightly different.

19.1 Supply Sources

Each side has four possible Supply Sources: Urban hexes, Supply Depots, Mobile Supply Units (MSUs), and Beachheads. Each has a range over which it can supply HQs and ground units. Ranges (in Motorized MP) are:

Mobile Supply Unit (MSU)	**4 MPs**
Beachhead	**4 MPs**
Urban hex (in friendly country)	**6 MPs**
Supply Depot	**8 MPs**

Urban hexes in a friendly country that do not contain an enemy control marker are supply sources throughout the game. Such hexes with an enemy control marker cease to function as supply sources until they are retaken by friendly forces.

A Beachhead is a Supply Source (regardless of which side is showing). It can only provide supply if the owning player Controls (not Contested) the Inshore box of the Sea Zone in which it is situated, and it is not a Storm turn. Use the appropriate side of the Beachhead counter to indicate its supply status.

19.1.2 Airbase/Airfield Supply

If their side has any level of Air Superiority, airborne and airmobile units can use any one friendly controlled Airbase or Airfield not in an EZOC that is not marked Strike 2 or Destroyed as a Supply Source [19.1]. Such an Airbase or Airfield has a supply range of 4 Motorized MPs. Only subordinate units can receive supply from an airborne or airmobile HQ using Airbase/Airfield supply. Mark the Airbase/Airfield being used for such supply with the appropriate Airborne Supply at any time. The marker can be removed and placed elsewhere at any time in a Game Turn unless it has been used to supply units in that turn. If a nationality does not have an appropriate marker, it cannot use Airbase/Airfield Supply.

19.2 Line of Communication (LOC)

To be in supply, ground units (including HQs) must be able to trace a contiguous line of hexes as if a motorized unit was using ground movement back to a Supply Source (according to Supply Source range) or to a parent HQ (no more than 4 MPs) that is itself in supply during the Supply Phase of each game turn. This LOC may not be traced through enemy units, EZOC hexes that do not contain a friendly unit, prohibited terrain, or enemy-controlled Urban hexes. Enemy controlled Cities and Installation hexes may be Bypassed.

Units embarked on AMPHs are always in supply. Units that are already in supply at the time they use Airborne [8.5.3] or Airmobile [8.5.4] Movement or Amphibiously Assault [8.5.8] are considered to be in supply for the remainder of that turn.

In order for an MSU to provide supply to HQs or ground units, it must itself be in supply from either a Supply Depot or an Urban hex.

A ground unit can trace to an adjacent Supply Source or in supply HQ regardless of the movement cost. A Leg unit can always do so; a Motorized or Mechanized unit can only do so into terrain that is not prohibited to it for movement.

19.3 Supply Points
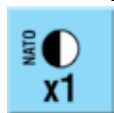
Each scenario designates the number of Supply Points that each side receives at the start of the game. Players place their "Supply Points" markers on the Game Record Track to record the number of Supply Points available. Each player can spend Supply Points throughout the turn for creating MSUs, converting MSUs into Supply Depots [19.4], providing Emergency Resupply [19.6], Reconstituting HQ units [18.4], rebuilding Destroyed Installations [27.9.1], repairing Air Defense Tracks [27.9.2], and Replacements for Air Units [27.9.3.1].

Once a player's Supply Points reach zero, he can no longer spend them for any purpose until more Supply Points arrive.

Supply Points can be replenished if the scenario dictates that a certain number are received during the game or by converting depots or MSUs back into Supply Points. Supply Points can also be gained by eliminating enemy Supply Depots and MSUs [19.4.1].

19.4 Supply Depots and MSUs

Each nationality begins with a number of Supply Depots as specified in the scenario. The Depots can set up anywhere in a player's home country as desired. Unless specified by GSR, Mobile Supply Units do not begin the game on the map. Instead, they can be "bought" with Supply Points or "created" from Supply Depots during each game turn.

During the First Supply Phase of each game turn, both players can spend Supply Points to create MSUs. It costs one Supply Point to create an MSU. These units are placed atop a Supply Depot or friendly Urban hex in a friendly country. They have a movement allowance and can move normally (using Motorized movement costs) during any friendly Movement Segment. They can be transported by Sea Transport in the same manner as other units.

MSUs can also be created by removing a Supply Depot. During the Supply Phase, a player can create two MSUs by eliminating one Supply Depot. The new units are placed in the Depot's former hex and can then move normally. This process costs no Supply Points.

MSUs can be converted into Supply Depots at a cost of two Supply Points. To do this, flip an MSU to its Supply Depot side in the hex it occupies and decrease your Supply Points on the Game Record Track by two. This hex must itself be in supply from a Supply Source.

Players can "convert" Supply Depots and MSUs into Supply Points, if desired (this might become necessary, for example, if a player has lost several HQ units but has no Supply Points to replace them).

When converting Supply Depots or MSUs to Supply Points, remove the Depot or MSU from the map and add one (for MSUs) or two (for Depots) Supply Points to the player's total on the Game Record Track.

Players can create new Supply Depots by spending 4 Supply Points. New Supply Depots can only be created in hexes that are themselves in supply from another Supply Source and not in an enemy ZOC.

Neither player can ever utilize more supply units than the number included in the counter-mix. It is an absolute limit. Note that Supply Depots/MSUs eliminated for any reason are available to be rebuilt.

19.4.1 Combat

Supply Depots/MSUs either alone or stacked with other units can be attacked like any other units. They can only be used to satisfy step losses if there are no other units in the hex still capable of taking a step loss. If forced to retreat, Supply Depots are eliminated, while MSUs are eliminated only if forced to retreat into an EZOC.

Supply Depots and MSUs eliminated in ground combat provide the eliminating player one Supply Point, which is immediately added to his total on the General Records Track.

19.5 Effects of Being Marked as Out of Supply
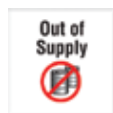
A unit that is out of supply (OoS) has its Attack and Movement ratings halved (rounding up to a minimum of one), and its Efficiency Rating reduced by one.

Any unit that is out of supply cannot move in either the Elite Reaction or Exploitation Movement Segments.

Airmobile Mobility class units that are marked out of supply cannot move by intrinsic airmobile movement until resupplied. (They could be moved by expending Airmobile Points.)

HQs/Arty that are out of supply retain the current number of combat capabilities, but, once used, may not recover them during the Reorganization Phase. OoS HQs do not provide DRMs for Air Defense Fire.

Units that are out of supply cannot receive Replacements even if placed into Supply via Emergency Resupply.

19.6 Emergency Resupply

During either Supply Phase of the Game Turn, both players can expend Supply Points to attempt to resupply ground units. The counter mix represents a limit on the number of markers that may be placed.

For this purpose, a player can spend up to three Supply Points in a Supply Phase. Each point of allocation can be used to resupply an individual unit OR the three points can resupply one HQ. When this occurs, decrease the player's remaining Supply Points (one for each individual unit OR three for an HQ) and roll once for each such attempt on the Emergency Resupply Table. If the result is "Supply", mark the unit(s) with an Emergency Resupply counter. If an HQ is successfully resupplied, it can resupply all subordinate units normally. Otherwise, it remains unsupplied. In either case, the SPs are spent. Only one resupply attempt can be made per unit or HQ in any given Emergency Resupply Phase. Emergency Resupply lasts for the entire turn. The marker is removed during the appropriate step in the SOP.

19.7 Isolation

Isolation is not the same, in game terms, as being out of supply. While supply deals with units that are unable to receive adequate food and munitions for combat, isolated units represent those that are cut off from their formations and completely surrounded by enemy units.

19.7.1 Determining Isolation

During the Isolation/Surrender Phase of each game turn, both players determine which, if any, of their units are Isolated. Players place "Isolated" markers atop such units.

Isolated units are those that cannot trace a path of contiguous land hexes (of any length) free of enemy units or their ZOCs to any friendly Supreme HQ or Supply Source [19.1]. Game Specific Rules may provide additional methods to avoid Isolation. EZOCs occupied by friendly units do not count for this purpose. The path cannot be traced through/over hexes/hexsides that the unit is prohibited from entering/crossing. The GSR may modify the conditions for Isolation.

Units that currently possess an Emergency Supply marker or can trace an LOC to an HQ with one are not Isolated.

An MSU is a Supply Source for the purpose of determining Isolation even if it is, itself, out of supply and/or Isolated. It must still, however, roll for Surrender.

Design Note: *In effect, the units in the "pocket" use up the MSU to avoid Isolation themselves.*

Exception: Airborne, Airmobile, and Marine units can never become Isolated on the same turn that they use Airborne or Airmobile Movement or Amphibiously Assault.

19.7.2 Effects of Isolation

The attack, defense, and movement ratings of Isolated units are halved (rounded down to a minimum of 1). Strike marker [27.3] effects should be assessed before halving. If a unit is both OoS and Isolated, all effects apply, but a value can only be halved once. Isolated HQs cannot use any combat capabilities (rotate them 180°), nor can they modify Air Defense Fire. Isolated units cannot receive replacements. Isolated units are subject to surrender (see below).

19.7.3 Recovering from Isolation

As the first step in the Isolation/Surrender Phase of each turn, both players remove Isolation markers from units that are no longer Isolated.

19.7.4 Surrender

During the Isolation/Surrender Phase of each game turn, both players determine whether any of their isolated units surrender.

Make an ER Check [2.3.3] for each Isolated unit.

Units that fail this check immediately surrender. They are permanently removed from the game and are worth twice as many VPs as eliminated units. Surrendered units cannot be reconstituted.

Exception: MSUs are removed from the map and they may be reused.

20.0 Special Operations Forces

Design Note: *Most nations have numerous and capable Special Operations Forces units. These units are highly trained for specific missions and are usually found operating behind enemy lines. As we have seen in the recent operations in Iraq and Afghanistan, they are an integral and important element of modern war-fighting.*

20.1 Mission Allocation and Eligible Targets

20.1.1 Special Operations Forces Mission Markers

Both sides receive a specified number of Special Operations Forces (SOF) Mission markers listed in the scenario setup. Each side may also receive new markers as designated by the reinforcement schedule. During the SOF Phases of each game turn, each player, as designated by the SOP, can allocate some or all his SOF markers to missions (up to the limit of SOF markers that he has) and resolve the missions.

20.1.2 Allocation Procedure

To allocate missions, a player places his SOF marker atop an eligible enemy target on the map. When allocating missions, players allocate all their missions before resolving any. It is permissible to allocate a marker to Recon in the hopes of being able to subsequently conduct a Raid or Targeting mission on the Recon target, but, should the initial Recon mission fail, the second marker cannot roll and must still roll for survival.

20.1.3 Eligible Mission Targets

1. All Airfield, Bridges, and Installations on the map can be targeted for an SOF "Raid" Mission.

2. Any detected [21.0] enemy HQ, Supply Depot, or MSU is an eligible target for an SOF "Raid" Mission.

3. Enemy Detection & SAM Tracks are eligible targets for an SOF "Detection Track Raid" Mission.

4. Any enemy Airfield or Installation or any detected enemy ground unit is eligible as a target for an SOF "Targeting" Mission.

5. Any enemy Attack Helicopter based in a non-Airbase/Airfield City or Urban hex is an eligible target for an SOF "Raid" Mission.

6. Any undetected enemy ground unit is an eligible target for an SOF "Recon" Mission.

7. Some hexes can be targeted for an SOF Interdiction "Raid" Mission. [23.4.4]

8. Land-based Theater Weapons (as defined in the GSR) are eligible targets for an SOF "Raid" Mission.

9. Naval Units in Port are an eligible target for an SOF "Raid" Mission.

20.2 Mission Types

20.2.1 Raids

Each SOF Raid mission can target a single one of the following. (You must allocate multiple raids if you wish to attack multiple units/Installations in a single hex.)

- Any detected HQ, Supply Depot, or MSU.

- Attack Helicopters, Airfields, and Installations.

- Mountain, High Mountain, Highland, Highland Woods, Rough Woods, Flat Woods, or Jungle hexes targeted for Interdiction [23.4.4].

- Enemy Detection and/or SAM Track.

- Enemy Theater Weapon Points.

- Naval Units in a Port.

A hex, unit, or Installation can only be the target of an SOF Raid once per turn.

A Raid is performed by rolling a die, applying DRMs, and cross-referencing the result with the "Raid" column for the appropriate terrain type in the hex and the type of unit/Installation/hex being attacked and apply the results. All successful results are given as Strike 1, Strike 2, or Step Loss. If the mission is successful, immediately place a Strike marker or allocate a step loss to the attacked unit in accordance with the raid result. If the target of the Strike was an Airfield or Airbase, and Strike Damage resulted from the Raid, roll for Collateral Damage. If the target of the Strike was an Attack Helicopter, any result causes a Step Loss against the unit.

20.2.1.1 Raid Enemy ADF Track: Each player can Raid the Detection and/or SAM marker on the ADF Track. Each marker can be attacked once per turn.

To resolve an attack, roll once per mission on the "Attack Detection/SAM/Theater Weapons" column of the SOF CRT, apply any DRMs, and apply the results as per the chart.

20.2.1.2 Raid Enemy Theater Weapon Points: Theater Weapons Points; i.e., Cruise Missile or SCUD/Missile markers, can be attacked more than once per turn, provided the player allocates an SOF marker per mission.

To resolve an attack, roll once per mission on the "Attack Detection/SAM/Theater Weapons" column of the SOF CRT, apply any DRMs, and apply the results as per the chart.

20.2.2 Reconnaissance

Recon Missions are allocated against undetected enemy ground units, supply units, or HQs. No more than one Recon attempt can be made per enemy unit per turn.

To perform a mission, roll a die and read the result for the terrain in the hex and the type of unit being detected under the "Recon" column of the SOF CRT. A "D" result indicates a successful mission. Place a "Detected" marker on the enemy unit. Note that a Raid or Targeting Mission can be allocated against a unit that was detected by Recon in the same Phase, as, while all SOF missions must be declared before any are resolved, they are resolved in any order the owning player desires.

20.2.3 Targeting

Each player can use SOF markers to "Target" detected units, Airfields, and Installations. A successful Targeting mission allows the targeting player to apply favorable DRMs against the targeted unit or Installation during subsequent Strike missions throughout the remainder of the turn. Only one marker can be placed per target.

To resolve a Targeting mission, roll one die on the "Targeting" column of the SOF CRT. A "T" indicates the unit is targeted.

Place a "Target –1" or a "Target –2" marker on the targeted unit as indicated by the Game Specific Rules or as noted on the counter.

Targeted markers move with the unit and are removed in the Reorganization Phase. A Targeted unit is Detected [21.0] for the turn.

20.3 Special Operations Forces Survival

After each SOF Mission has been resolved, immediately roll for Survival on the "SOF Survival" Table for the SOF marker that conducted the mission. Roll the die and cross-reference the die roll on the table, applying all modifiers, to find the result. A counter that is Eliminated is placed in the Eliminated box on the Game Information Display and is available as a reinforcement later. If a counter is not Eliminated, it is placed in the Used box until it is moved to the Available box in the Reorganization Phase. If an SOF marker is assigned a mission but is not used in any capacity, it still must make a Survival Roll at the end of the SOF Phase.

Design Note: *Some nations have a potentially significant advantage in survivability. This represents their superior air insertion and retrieval capabilities, not necessarily more highly skilled units.*

20.4 Reinforcements

Each side may receive additional SOF markers as reinforcements. They are placed in the Available box. These can be taken either from counters not yet in play or from those in the Eliminated box on the Game Information Display. However, in no case can a player have in play more markers than are in the counter mix. Such reinforcements unable to be used are lost.

21.0 Detection

In the Advanced Game, ground targets must be Detected before they can be attacked by Strike Missions (Theater Weapon Strikes, HQ Strikes, Helicopter Strikes, or Air Strikes). Enemy units can be Detected in one of four ways:

1. Automatic Detection.
2. Air Reconnaissance due to the Air Superiority Level (all ground units except HQs, Artillery, and Supply Depots).
3. Electronic Detection (HQs and Artillery, but not Supreme HQs).
4. Detection by Special Operations Forces Reconnaissance (all units).

A Targeted unit remains Detected for the turn.

21.1 Automatic Detection

The following targets are always "Detected" for purposes of Strikes:

1. All Installations, Airfields, Beachheads, and Bridges.
2. All enemy ground units adjacent to a friendly ground unit. Units in the same Island Land Area are considered adjacent.

21.2 Air Reconnaissance

Each turn, the Air Superiority Level [22.6] indicates a distance in hexes from a friendly Airbase or Airfield in which enemy ground units in Flat, Rough or Marsh, any type of road, or over-stacked hexes are automatically detected. Units in non-Road or Highway Flat Woods, Rough Woods, any Jungle, Highland, Highland Woods, Urban, or Mountain/High Mountain hexes are never automatically detected by Air Reconnaissance. HQs, Artillery, and Supply Depots are never detected by Air Reconnaissance.

Design Note: *This reflects Theater Reconnaissance assets such as the U.S. JSTARS platforms, as well as tactical reconnaissance capabilities and UAVs ("drones").*

21.2.1 Detection Ranges

Refer to the Air Superiority Table on the map for Detection Ranges associated with the Air Superiority Level.

An Airbase/Airfield with a Strike 2 or Destroyed marker on it cannot be used for Detection.

Do not place "Detected" markers on units that are detected automatically or via air reconnaissance. This detection type represents a range of detection at any particular time in the turn, not a particular unit that has been Detected for the duration of the turn.

21.3 Electronic Detection

Design Note: *This represents each side's efforts to detect the other's HQs and Artillery by a host of electronic means. Some nations, with superior electronics and advanced Electronic Warfare capabilities, have a big advantage in this area.*

During the Electronic Detection Phase of each game turn, each player—alternating—rolls on the Electronic Detection Table to attempt detection of specific enemy HQs and Artillery units. Supreme HQs cannot be chosen as targets for Electronic Detection. The Electronic Detection Table and the GSR will indicate the number of allowable rolls per nation.

To resolve each attempt, designate the target and roll once on the Electronic Detection Table under the appropriate column. A player can attempt to detect a target more than once in the phase. A "D" result indicates that the targeted unit was "Detected". Place a "Detected" marker on all detected targets.

21.3.1 Weather Effects

Storms reduce each nationality's attempts by two.

21.4 Special Operations Forces Reconnaissance [20.2.2]

SOF Recon is the only means to detect the enemy Supreme HQ or Supply Depots that are not adjacent to a friendly ground unit.

21.5 Naval Detection

[see 17.1.2]

22.0 Air Power

Design Note: *This air game is not for the faint of heart. It will add significantly to the time necessary to play the game. It will also provide a much more accurate look at how the belligerents might fight a future war and use air power to affect the outcome.*

The Advanced Game uses the air units included in the counter mix.

Important: *Ignore all Standard Rules regarding Air Points and Air Defense Fire. Substitute the following rules instead:*

22.1 Air Unit Basing

The Basing Box [22.4] for an Air Unit is important for purposes of range and possible destruction as friendly Airbases/Airfields are damaged, destroyed, or captured. It is an abstract representation of all the Airbases/Airfields associated with the Basing Box, e.g., in *Next War: India-Pakistan* all Indian Airbases/Airfields in India are associated with the India Basing Box.

22.1.1 The Air Display

The Air Display is the focal point of the Advanced Air Game. All air units are placed in one of the boxes on this Display, which represent Airbases/Airfields in the operational area. Smaller boxes represent Carrier-based aircraft in the surrounding Sea Zones or Inshore Boxes.

22.1.2 Basing Limitations

The GSR restrict where Air Units can base.

22.1.3 Basing Boxes

The Air Display includes boxes divided into areas for Ready, Flown, and Aborted Aircraft. In some cases, a Recovery area is shown. When a Recovery area exists, air units are placed in it, rather than the "Flown" area after conducting a mission. All Air Units not currently flying a mission will be in one of these boxes. Only units in the "Ready" box are eligible to fly missions. Units in the "Abort" or "Recovery" box must pass a maintenance die roll (listed in each box) to move to the "Ready" box during the Reorganization Phase. Units that fail that die roll spend the following turn in the "Flown" box instead.

22.1.4 Damage to Units in Basing Boxes

Units in basing boxes can be damaged when originally controlled, friendly Airfields or Airbases are damaged (or destroyed) or captured. [27.6]

22.2 Aircraft Ratings, Weather, and Mission Eligibility

 Each air unit contains several numeric values; for an explanation of the ratings, see 15.2.

Air units cannot fly a mission that they do not have a rating of "1" or more. This rating may be modified by weather.

22.2.1 Weather Effects on Air Unit Ratings

Bad weather can degrade an air unit's combat ratings, as follows:

22.2.1.1 Overcast: All units that have an "A" in the upper left corner of their counter (to denote "All-Weather" capability) fly normally during Overcast turns. Units without the "A" rating have all three of their combat ratings halved (rounded down). Note that this may reduce some units' ratings (i.e., "1") to "0", thus making them ineligible to fly missions that utilize that particular rating. Units that are obviously incapable of flying any missions (i.e., all three ratings are reduced to "0") should be moved to the Flown box as a reminder that they cannot fly any missions.

22.2.1.2 Storms: Units with an "A" rating have all three of their combat ratings halved (rounded down). Units without an "A" rating are prohibited from flying during Storm turns. Ready air units that are prohibited from flying due to Storms (or because the weather has reduced all their combat ratings to "0") are moved from the "Ready" box to the "Flown" box during the Weather Phase.

22.2.1.3 Step Losses: If a unit takes a step loss while flying a mission (including Air Superiority) that affects its rating such that it would be ineligible for the mission, it is immediately placed in its Flown Box after resolving any air-to-air combat round in which it is engaged.

22.2.2 Carrier Air Wings Eligibility

Carrier based air units may be ineligible for particular missions based on their range and the location of the parent CV unit. The GSR will detail the range effects and list wing compositions. Carrier based air units are always ineligible if their carrier is in Port.

22.3 Aircraft Range

The range of each aircraft (the letter in the upper right hand corner of the counter: S = Short; M = Medium; L = Long; U = Unlimited) determines how far an air unit can fly, and from where. Range allowances will be specified in the GSR.

22.4 Moving Units on the Air Base Displays

At the start of a game, all At Start air units will begin in one of the Air Display's "Ready" boxes.

During the Air/Naval Phase, each player may move any eligible air units from "Ready" boxes to the Air Superiority Missions Box. Any units that are "Aborted" throughout the turn are immediately placed in the "Abort" box in their base country (or carrier).

Units remaining in the Air Superiority Missions Box at the conclusion of Air Superiority Combat are the only units eligible to fly Escort or Interception *(Exception: Carrier-based Air Units [17.1.4 #2])* missions during the remainder of the game turn. As units are chosen to fly these missions, remove them from the Air Superiority Missions Box and place them with their mission on the target on the game map. After the mission is complete, if they were not Aborted, they are placed in the "Flown" or "Recovery" area of their original basing box (or carrier).

Carrier-based units must move with their CVs and CVNs. If separate Carrier Basing Boxes are provided for each At Sea Box/Sea Zone and a carrier changes At Sea Boxes/Sea Zones, the Carrier Air Wing is moved to the Carrier Basing Box of the sea zone. Each unit is placed in the same box it occupied in the other sea zone.

During the Reorganization Phase of each game turn, all units in "Flown" boxes are moved to the same base's "Ready" box. Each unit in the "Abort" or "Recovery" box undergoes a maintenance check to determine whether it will fly missions during the next game turn. Roll one die for each such unit. If the result falls within the range listed on that base's "Abort" or "Recovery" box for "Ready," place the unit in the "Ready" box. If not, place the unit in the "Flown" box.

During the Reinforcement and Replacement Phase of each game turn, a side may receive air units as reinforcements. When this occurs, place the reinforcements as specified in the Game Specific Rules.

22.5 Air Superiority and Air Combat

In the Advanced Game, Air Superiority Levels are determined by performing Air Superiority Combat during each turn's Air/Naval Phase. Each side's aerial reconnaissance capabilities are determined by the Air Superiority Level for this Game Turn.

22.6 Air Superiority

Air Superiority Levels are determined by the ratio of friendly and enemy aircraft remaining in the Air Superiority Box of the Air Display at the end of Air Superiority Combat. Refer to the Air Superiority Display. If one side has zero units in the Air Superiority Box, consider it to have one unit for the purposes of calculating Air Superiority.

22.6.1 Allocating Units to Air Superiority

During the Air Superiority Sortie Step of the Air/Naval Phase of each Game Turn, both players count the number of their Airbases/Airfields with Strike markers. The owning player must move half that number of aircraft (rounded down to a minimum of 1) to the Flown box in the appropriate Basing box.

Next, both players count the number of their originally controlled, friendly Airbases/Airfields either captured or destroyed in the previous turn or the current turn's Initiative Special Operations Forces Phase (if applicable). Note that there is a marker for recording this on the General Records Track. The opposing player may move half that number of aircraft (rounded down to a minimum of 1) into the Flown box in the appropriate Basing box.

Both players may then place any aircraft units with an Air-to-Air Combat Rating of at least "1" (after modifying for weather) in the Air Superiority Box of the Air Display. Any Ready unit within range can be used in the Air Superiority Combat. The player with an AWACs Advantage of one or more places second. If the AWACs Advantage marker is in the "0" box, then both players place simultaneously.

22.6.2 Air Superiority Combat

Once the units are placed, Air Superiority Combat ensues. It is composed of the following steps:

1. Check the AWACS Advantage Level (marked on the map or player aid card). The side with Advantage chooses that many engagements, followed by his opponent choosing one. If the AWACs Advantage is 0, alternate, Initiative/First player first, choosing one engagement. Continue alternating in this fashion.

Example: The Allied side has an AWACs Advantage of 2. The Allied player chooses an F-22 to engage with a non-Allied MiG-29 and an F-35 to engage with a non-Allied Su-35. The non-Allied player then chooses a single engagement. They alternate in this fashion until all are engaged or declared as "Avoiding Combat".

2. If, after choosing all engagements, one side has remaining unengaged air units, the owning player may choose to:
   - Engage the air unit against the enemy unit of his choice (A single engagement cannot contain more than three air units [22.6..4]).
   - Avoid combat. The excess units automatically survive Air Superiority Combat and remain in the Air Superiority Box at the conclusion of combat.

3. Perform Air Combat according to [22.6.3].

4. All units that survive Air Superiority Combat, along with any excess units that chose to avoid combat, remain in the Air Superiority Box.

5. Determine this turn's Air Superiority Level, based on the ratio of each side's remaining air units in the Air Superiority Box.

6. If a side achieves Air Supremacy, move the AWACs Advantage in its favor by two; if any other level of Air Superiority, then change it by one.

Example of Air Superiority Adjustment: The PRC currently has an AWACs Advantage level of "1". The Allies achieve Air Advantage. The AWACs Advantage marker is adjusted to "0".

22.6.3 Air Combat

Each Air Combat is resolved in the following three stages, assuming at least one side has appropriate capabilities, i.e., Long Range and/or Stand-off [22.6.5]:

- **Long-range Combat:** This is the first stage of combat that occurs, as air units with long-range sensors and weapons engage at 30-100 miles. Any unit with "**" after its Air-to-Air Combat Rating can fire during Long-range combat. All Long-range combat is simultaneous.

- **Stand-off Combat:** This stage occurs after Long-range combat. It represents units firing radar-guided missiles at ranges of 10-30 miles. Any unit with "*" or "**" after its Air Combat Rating can fire during Stand-off combat. Stand-off combat is simultaneous, regardless of Air-to-Air Combat Ratings, except in the case of units that earned Advantage over their opponent in the Long-range Combat stage, which always fire before their "Disadvantaged" opponent.

- **Dogfight Combat:** This is the concluding stage of Air Combat. It represents air units firing heat seeking missiles and guns at ranges from point-blank to 10 miles. All units are eligible to fire in Dogfight Combat. Dogfights are resolved sequentially, from highest to lowest Air-to-Air Combat Rated unit. After all units with the same Air-to-Air Combat Rating have fired, losses are allocated before continuing with the next highest rated units firing. Dogfight combat is only considered simultaneous between two aircraft with the same Air-to-Air Combat Rating.

Exception: A unit that earned Advantage over its opponent in the directly preceeding combat stage always fires before that opponent.

22.6.4 Multi-unit Engagements in Air Combat

Whenever a player who has excess units after all engagements have been chosen decides to engage enemy units with his excess units, multi-unit engagements will occur. A single engagement cannot contain more than three air units (two against one). The following rules govern multi-unit engagements:

22.6.4.1 Engaging: The unit that is being attacked by two enemy units can fire at either unit but not both during a given stage. It can fire at one unit in one stage and the other in a subsequent stage. If it is Advantaged, that Advantage is only against one of the opposing units (the one against which it obtained the "Ad" result).

If the two units both have Long-range or Stand-off capability, they both fire simultaneously at the single unit with any results being cumulative. In dogfights, however, if the two units have different Air-to-Air Combat Ratings, their fire is not simultaneous and results are applied separately as they fire.

22.6.4.2 Re-engagement: Re-engagement is allowed only during Air Interception Combat and never in Air Superiority Combat. Units that destroy or abort their enemy during the Long-range or Stand-off stage of Air Superiority Combat may not engage another enemy unit. They are finished for the remainder of Air Superiority Combat.

22.6.5 Resolving Air Combat

To resolve an Air Combat, start with the Long Range Stage. ***Exception:*** *In each Air Combat pairing (or 2:1), start with the first stage [22.6.3] for which at least one side has appropriate capabilities, i.e., Long Range, Stand-off, or Dogfight.* The firing player compares the Air Combat Rating [15.2.3] of his aircraft to the Air-to-Air Combat Rating of the defending aircraft. The difference determines the initial column of the Air Combat Table on which the combat will be resolved.

The attacking player then determines any DRMs that apply to the type of combat. Refer to the Advanced Air Combat Table for applicable modifiers.

The attacking player then rolls the die, applies the modifiers, and cross-references the result with the appropriate column. Results are applied as per 22.6.3.

If two units gain an Advantage result against each other, neither receives the Advantage (treat as no result for both).

22.6.6 Breaking Off

A player may, after any stage of Long-Range or Stand-off combat, voluntarily Abort any air unit, from the units involved in an Air Superiority or Interception engagement. Simply place the unit in the appropriate Abort Box. Attacker declares first.

Example: *A U.S. F-22 intercepts a PRC Strike Mission consisting of one JH-7 escorted by a J-10. During Long Range Combat, the F-22 causes the J-10 to Abort; the JH-7 elects to Abort rather than face certain destruction.*

22.6.7 Air Superiority Survival

Units that survive Air Superiority, can be used as interceptors or escorts in the subsequent Strike Phases.

23.0 Air-To-Ground Missions

Air units can perform multiple different types of air-to-ground missions. During either Strike Phase (note restrictions in the SOP for the Second Strike Phase), units in the Ready Box with a Strike Rating of "1" or more can perform Strike missions against eligible target units on the game map, displays, or against any enemy Detection, SAM, or AAA Track [24.0]. Wild Weasel [15.2.9] units can only perform Wild Weasel Strikes against enemy Air Defense Tracks. During any Combat Segment, any unit with a Combat Support Rating of "1" or more can perform a Combat Support Mission. Players can also conduct Aerial Mining Missions [23.6].

Play Note: *Collectively, any unit designated as a strike or combat support unit in a mission is considered to be a Strike aircraft for all purposes. Air units assigned as Escorts are not Strike aircraft, even though they may be part of a Strike mission.*

23.1 Preparing and Allocating a Mission

Up to four units can participate in a given air-to-ground Strike mission: up to two Strike air units as well as up to two non-Strike air units that can be assigned to the mission as Escorts or Defense Suppression. All Escorts must come from the Air Superiority Box. Wild Weasels can fly as either Strike or Defense Suppression from the Ready Box.

Units cannot fly a mission for which they do not have a rating of at least "1" (after adjusting for Weather). Thus, an F-15C with "5*-0-0" Air-to-Air Combat Ratings could fly neither Combat Support nor Strike Missions, but, if it is in the Air Superiority Box, can Escort (or Intercept) those missions.

23.2 Allocation and Sequencing

At the beginning of each Strike Phase (or during the Combat Segment for Combat Support), each player announces the targets for his air-to-ground mission(s) per the Sequence of Play.

No more than one Air and one Helicopter Strike can be allocated against a single target per Strike Phase. Air Strike Missions can be targeted against:

1. Any detected enemy ground unit, Naval unit, HQ, MSU, or Supply Depot.

2. Any enemy Installation, Airfield, Bridge, or Beachhead.

3. Each of the enemy's Air Defense Track markers (Detection, SAM, AAA). [24.0]

4. Any hex to interdict movement.

Helicopter Strike Missions can be targeted against:

1. Any detected enemy ground unit, HQ, MSU, or Supply Depot.

2. Any hex to interdict movement.

3. Any enemy Beachhead.

As missions are announced, each player places each air-to-ground mission (1 to 4 air units) in a stack in or adjacent to its target. For Strikes and Wild Weasel missions, all missions must be announced before any are resolved. For Combat Support missions, all missions (attacker and defender) are announced, placed, and resolved, as ground combats are announced and resolved.

Any attacking unit that survives ADF (Detection, possible Interception, SAMs, and AAA) [24.0] resolves its mission.

23.3 Resolving Wild Weasel Missions

Wild Weasel Missions [15.2.9] can be allocated against enemy Air Defense Tracks [24.1].

These missions are allocated and resolved in the same manner as other Strikes, with the following exceptions:

- Any number of Wild Weasel Missions may target the enemy Air Defense Tracks in a single Strike Phase.

- They are resolved before any other Strike Missions during each Strike Phase (i.e., the results achieved from Wild Weasel Missions lower the enemy Air Defense capabilities before other friendly Striking units come under attack).

Each Striking Wild Weasel air unit in a mission must choose one of the Air Defense Tracks as its target. As an exception to normal targeting, if two Wild Weasels are used in a single Wild Weasel mission, they can each attack the same Track or separate Tracks, at the owning player's discretion. Attacks are resolved in the same manner and with the same DRMs as Strike Missions, but they are always resolved in the same column of the Strike Table: where "Wild Weasel" and "Air Defense Tracks" intersect; see Advanced Strike chart for results.

23.4 Resolve Strike Missions

Resolve Strike Missions as directed below.

23.4.1 Air Strikes

Strike unit(s) in the mission individually attack the target. To resolve the attack, roll once per Strike unit and refer to the Strike or Interdiction Table. Cross-reference the unit's Strike Rating and the Terrain of the target (or use "Air Defense Track" or "Hardened Target" rows if applicable). Read down the column to the intersection with the die roll result (as modified by DRMs) to find the Strike Result.

Strike die rolls may be modified as indicated on the Advanced Player Aid Card. Stand-off Strikes may not be used for Interdiction.

Results differ depending on the type of target being attacked. They include step losses, Strike hits, and decreases to the Air Defense Tracks. See the Strike Table for details. Apply all results immediately except for Collateral Damage [27.7.4] and reductions to Air Defense Tracks from non-Wild Weasel Strikes. Collateral Damage and Air Defense Track reductions are applied at the end of the current Strike Phase.

23.4.2 Helicopter Strikes

Helicopter Strikes can be made against any valid target within the attack helicopter's Range. Rotate the helicopter 90° for each strike mission. An Attack Helicopter that is rotated 180° is not eligible to perform a mission.

Each Helicopter Strike is composed of a single Attack Helicopter. No escorts or Defense Suppression Wild Weasels are allowed.

Helicopter Strikes undergo Local Detection [24.2] and, if detected, "Local" SAM [24.5.2] and AAA [24.6.2] Fire.

These Strikes are resolved on the Strike Table using the "Helo 1" or "Helo 2" (corresponding to the helo's Combat Support Rating) Strike columns.

23.4.3 Hardened Targets

Some targets in the game are considered "hardened" targets and have their own Terrain row on the Strike Table. These represent targets that are underground or specially protected and reinforced against air attacks. Hardened targets are:

1. Supreme HQs.
2. All Supply Depots (for either side).
3. Beachheads.

4. Ports (when attacked by Cruise Missiles/Theater Weapons [26.0]).
5. Others as specified in Game Specific Rules.

23.4.4 Interdiction Results

If a Strike (Air, Helicopter, Artillery, or HQ) or SOF Raid achieves a successful result on the Interdiction Strike Table or SOF CRT, the hex is interdicted. Results are cumulative to a maximum of Interdiction Strike 2; i.e., two Interdiction Strike 1 results become an Interdiction Strike 2.

Any unit entering or exiting an interdicted hex pays an additional +1 or +2 MPs as indicated by the Interdiction Strike marker. A unit moving through (entering and exiting) pays the additional cost only once. In addition, units cannot use any road to enter the hex; they must use the underlying terrain of the hex for movement costs. Bridges can still be used.

23.5 Resolving Combat Support Missions

The attacking player in a combat can allocate up to two air units [23.1] plus two other air units (as Escorts and/or Defense Suppression) and/or one or two Attack Helicopters to support that combat. The defending player can allocate one combat support capable air unit plus two other air units (as Escorts and/or Wild Weasels) and/or one Attack Helicopter to support that combat.

If two air units are flying Combat Support for a given attack, they must both be part of the same mission. They cannot fly as separate missions. Each Attack Helicopter that flies a Combat Support Mission flies individually. Thus, there is one enemy Detection attempt against the air mission and one Detection attempt against each Attack Helicopter.

Air and helicopter units that survive enemy air defenses [24.0] apply their Combat Support Ratings as DRMs to the ground combat. For units supporting an attack, their Combat Support Rating is applied as a negative DRM. For units supporting the defense, their Combat Support Rating is applied as a positive DRM. Thus, a U.S. A-10C provides a "–4" DRM to an attack or a "+4" DRM to a defense, while a U.S. Marine AH-1 helicopter would provide a "–1" or "+1".

Adverse DRMs inflicted on aircraft or helicopter units flying missions are applied differently than against Strike and Wild Weasel missions. Since Combat Support aircraft and helicopters apply the Combat Support Rating as a direct DRM to a ground combat, a "+#" result from SAM and/or AAA is subtracted from the affected unit's Combat Support Rating. Thus, a U.S. AH-64 Apache unit (Combat Support Rating = "2") that takes a "+2" result from SAM and/or AAA fire loses both Combat Support points and cannot effectively support the combat.

23.6 Aerial Mining Missions

In any non-Storm turn, during each Strike Phase, each player can conduct one Aerial Mining Mission by attempting to place a "1" density Mine marker or flip an existing marker to its "2" side in the target hex. He can then assign up to two escorts and/or Wild Weasels to the mission. If the target hex is along a

friendly country's coastline and not adjacent to an enemy Naval Unit nor within two hexes of an enemy HQ or Installation, the mission undergoes Local Detection and, if detected, Local SAM but not AAA; otherwise, use the Naval Unit's ADF values or the enemy's ADF values respectively.

The Mine marker is treated as an air unit with a "(0)" Air-to-Air Combat Rating. Any result from ADF on the nominal Mine marker "Air Unit" permanently removes the marker from the game.

Design Note: *Removal of the Mine marker from the game represents the destruction of the limited assets which can conduct aerial mining.*

24.0 Air Defenses

Air Defense Fire (ADF) is resolved on the Advanced Game Air Defense Table. There are two air defense systems modeled in the Next War series. The first is each nation's integrated air defense system of radars, interceptor aircraft, long-range SAM sites, and AAA sites. This system is represented in the game through each nation's air defense tracks. HQ units, however, help extend the reach of long-range radars, interceptors, and SAMs as an Army advances. This is referred to as "Normal ADF". The second air defense system in the game is the "Local ADF" system of short-range SAMs and AAA found in the various armies to provide a bubble of protection over nearby military units.

The results on the Detection Table determine the side's ability to defend against the mission: an "ED" result allows Interception and SAM/AAA fire, while a "D" result allows only SAM/AAA fire. Mark detected strikes with any handy marker to designate which can be intercepted and which are subject just to ADF.

Play Note: *For convenience, we suggest using "Target -2" for "ED" and "Target −1" for "D"; remember these do not denote DRMs for detection, Interception, SAM, AAA, or Strikes. The Next War Series Supplement has markers for this purpose.*

24.1 The "Normal" Air Defense Network

Each side has an air defense network represented by a numbered track. Players move "Detection," "AAA," and "SAM" markers up and down the tracks to represent each country's current air defense capabilities. When a player attempts to detect or attack an incoming Mission using "Normal ADF", he uses his current track values modified by appropriate DRMs (see Advanced Game Tables PAC) to resolve the attempt. These tracks can be attacked by Air Strikes, Wild Weasel missions, and (for the Detection/SAM Tracks) Special Operations Forces [20.1.3] missions. To conduct such a Strike, the air unit must have the Range to reach the Operational (hex) Map. All three tracks can be repaired [27.9.2].

Important: *Except in the case of Wild Weasel Missions, all Detection attempts are made before any subsequent Interceptor/SAM combat is allocated and resolved.*

24.1.1 Permanent Air Defenses

Some Land Areas/Holding Boxes contain permanently printed Air Defense values. If these apply, they must be used in place of the ADF Track. The GSR may provide additional rules.

24.2 The "Local" Air Defense Network

Whenever a unit is not subject to "Normal ADF" procedures, it may be subject to "Local ADF". When a player attempts to detect or attack in incoming Air Strike, Combat Support, Air Transport, Paradrop, or Airmobile Mission, he uses the values labeled as "Local" on the Advanced Game Air Defense Table. These values cannot be altered during the game.

24.3 Applying Air Defense Fire

Any time that an Air Strike, Combat Support, Air Transport, Airborne Movement/Paradrop, or Airmobile Movement mission is launched into the playing area or against either side's Air Defense Track, the attacked side attempts to detect it using the appropriate ADF values [24.1 & 24.2] as described below.

24.3.1 Air Unit Strike & Combat Support

If the target is the Air Defense Track or the target hex is either in an enemy country or within two hexes of an enemy HQ and/or Installation make a die roll using "Normal ADF" [24.1] for each mission. If the conditions above do not apply, then use "Local ADF" [24.2].

24.3.2 Helicopter Strike & Combat Support

Use "Local ADF" [24.2] against all such missions.

24.3.3 Airmobile Movement/Transport

If the mission's target hex is either in an enemy country or within two hexes of an enemy HQ, use "Local ADF" [24.2] for Detection and SAMs. The mission is also subject to Local AAA if it is Detected and the target hex is within two hexes of an enemy ground unit or Installation.

24.3.4 Air Transport/Airborne Movement/Paradop

Detection for units flying Air Transport, or Airborne Movement/Paradrop missions is determined by where the target hex for the mission is, the type of mission being flown, proximity to enemy units and HQs or Installations, and the current Air Superiority Level [22.6] as follows:

1. If an Air Transport or Airborne Movement/Paradrop Mission's target hex is in or the mission flies over an enemy country, use "Normal ADF" [24.1]. Detected missions that survive enemy SAMs [24.5] only undergo AAA fire [24.6] if they are within two hexes of an enemy ground unit or Installation.

2. *Or*, if the mission's target hex is in a friendly country, within two hexes of an enemy HQ and…

   a. …if the mission side has any level of Air Superiority or it is Contested, use "Local ADF" [24.2]; or

   b. …if the non-mission side has any level of Air Superiority, use "Normal ADF" [24.1].

3. *Or*, if the mission's target hex is in a friendly or neutral country and…

   a. …if the mission side has any level of Air Superiority or it is Contested, there is no ADF, or

   b. …if the non-mission side has any level of Air Superiority, "Normal ADF" [24.1] is used except that SAM and/or AAA fire is only conducted if the target hex is within two hexes of any enemy ground unit or Installation.

24.4 Intercepting Air Strikes/Combat Support

First, each player can allocate interceptors from his air units in the Air Superiority Box against any enemy strikes or combat support missions within range that were detected with an "ED" result on the Detection Table. Either one or two air units from the Air Superiority Box can intercept each Mission. Air Combat ensues as detailed below. Except for Interceptions against Wild Weasel Missions, all Interceptors are allocated before any air combats are resolved. Each ground unit in an Air Transport/Airborne Movement/Paradrop mission is carried by a nominal air unit that has an Air-to-Air Combat Rating of "(1)" if attacked by enemy interceptors.

24.4.1 Interceptor Combat

1. The ensuing air combat is fought in the same manner as Air Superiority Combat [22.6.3-6]. Note that unengaged air units cannot fire during this air combat, unless re-engagement [22.6.4.2] occurs.

2. The intercepting player chooses which interceptor(s) will engage which units in the Strike Mission. He must, however, engage Escorting air units first. If he has more Interceptors than the Strike has Escorts, he may engage one of the Striking (or Wild Weasel [15.2.9]) aircraft. If the Strike Mission has more Escorts than Interceptors, the Escorts may "gang up" on the Interceptor, as in Air Superiority Combat. If the Interceptors cannot fire in the round; e.g., no Long Range, the Escort(s) choose the engagement(s). Only units that can fire in a round can engage.

3. If, after either Long-range or Stand-off combat, an intercepting or escorting unit is no longer engaged (because it has destroyed or aborted its original opponent), the player may re-engage such a unit against any other air unit in the combat. Example, an interceptor that shot down or aborted its opponent during Long-range combat could re-engage and fire at a Striking unit during Stand-off combat. If an escort shot down or aborted an interceptor during Standoff combat, it could re-engage another intercepting unit during Dogfight Combat.

4. Units with their Air-to-Air Combat Rating [15.2.3] in parentheses cannot fire in air combat. The number in parentheses is used to determine any attacker's differential. (Thus, a B-52 cannot fire in air combat, but enemy aircraft would attack versus the B-52's Air-to-Air Combat Rating of one.) Other Striking aircraft that have an Air-to-Air Combat Rating can fire if engaged by enemy interceptors, but suffer a "+2" DRM.

Design Note: *This DRM represents the extra difficulty in performing air combat maneuvers with a load of air-to-ground ordnance under your wings. This is an area where there is much diversity between aircraft. Some older aircraft, for example, cannot rapidly switch their radars between air and ground attack modes. And some attack jets can handle more radical maneuvers than others when burdened with a bomb load. For you purists out there, feel free to rate the units on your own to reflect this. We suggest a scale of +1 to +4.*

5. The interception is finished at the conclusion of Dogfight Combat. Return surviving Interceptors and Escorts to the "Flown" box of their base country. Surviving Strike units remain, and they will subsequently undergo Air Defense Fire. First, though, the Intercepting player resolves the remainder of his Interceptions.

6. After any round of Combat, any air unit can voluntarily Abort the mission.

24.5 SAM Fire

After Interceptor combat, resolve SAM fire versus remaining air units in missions that were detected. From this point on, resolve each Strike or Combat Support air unit's SAM, AAA, and Strike/Combat Support mission to its conclusion before resolving the next air unit in the mission. This is important, as SAM and AAA fire produce DRMs for the ensuing Strike or Combat Support die roll.

Design Note: *Since we chose not to clutter the map with numerous "+1", "+2", etc. markers representing all Air Defense DRMs against Striking air units, this sequence is meant to aid players in keeping track of DRMs for only the two Striking units per mission at a time.*

24.5.1 SAM Attacks vs. Normal Detection

Roll once against each Strike air unit and any accompanying Wild Weasels [15.2.9] (not once per Mission) on the Advanced Game Air Defense Table under the column representing the defending country's current SAM rating (and applying listed modifiers). Implement results immediately, as indicated by the ADF Table.

Play Note: *This fire is against only the mission air units and any Wild Weasel units that accompany the mission. Escorts cannot be attacked by SAMs.*

24.5.2 SAM Attacks vs. "Local" Detection

If a mission is detected by Local Detection, the ensuing SAM fire is resolved under the "Local" column on the Advanced Game Air Defense Table.

For Combat Support Missions [23.5] only, the "+1" and "+2" results are implemented differently. They are not DRMs, but, rather, they are subtracted (to a minimum of zero) from the air or helicopter unit's Combat Support Rating. Thus, it is possible for a unit to fly to the target, and, after taking a result, have no remaining Combat Support Strength to support the combat.

24.6 AAA Fire

Any air unit that does not have Stand-off capability (for its Strike or CS Rating) may be attacked by AAA fire during its Mission. If the mission was Normal or Local Detected, the AAA fire occurs before the unit attacks, otherwise if it was undetected by Normal Detection (only), AAA attacks after the mission.

Play Note: *AAA after the strike essentially is rolling to see if the air unit aborts although losses can occur.*

24.6.1 AAA vs. Normal Detection

Resolve AAA fire by rolling one die on the Air Defense Table and checking the appropriate "AAA" column. Implement results immediately. Results of "+1" or "+2" against a unit that has already made its attack have no effect.

24.6.2 AAA Fire vs. "Local" Detection

For those air units or helicopters undergoing Local Detection procedures, AAA fire is resolved on the "Local" column.

24.7 Weather Effects on Detection, SAM, and AAA Fire

Air Defenses are adversely affected by bad weather. During non-clear turns, all Detection, SAM, and AAA die rolls incur adverse DRMs as indicated on the charts.

24.8 Results vs. Defense Suppression

In all cases, "+#" results have no effect on air units designated as Defense Suppression.

25.0 Movement and Transport

This section provides additional movement rules to those in the Standard Game.

25.1 Aerial Transport Mission

Air Transport [8.5.2], Paradrop [25.1.1], and Airmobile Movement [8.5.4] missions can be escorted by up to two Escort and/or Defense Suppression air units.

Play Note: *Airmobile Movement doesn't need Escorts since they can't be intercepted, but they can use Defense Suppression.*

25.1.1 Advanced Airborne Movement (Paradrop)

This rule modifies the Standard Game Rules regarding Airborne Movement [8.5.3] as follows.

When rolling on the Paradrop Table, use the results to the right of the slash to determine the effect of the drop. Results and their effects are listed below the chart.

25.2 Rebasing

Certain air units, as outlined in the Game Specific Rules, can change bases by flying a Rebasing Mission. This occurs during the Reorganization Phase and is not subject to Detection, Interception, or SAM/AAA fire. To Rebase, the owning player moves any eligible unit (there is no limit to the number of units that can Rebase during a turn) from the "Ready" box of its current base to the "Flown" box of the new base or from the "Flown" or "Recovery" box of its current base to the "Abort" box of its new base.

25.3 Mobile Supply Units

MSUs move as normal ground units. Strike results may limit their movement. MSUs can be transported by Sea Transport [8.5.7].

25.4 Contested Sea Movement

The results for failing a Contested Sea Movement [8.5.6.4.1] change in the Advanced Game. Depending on the roll, Naval Units or Sea Transport may incur an "Abort or Strike #" result. Apply a Strike result, if chosen, to any one unit of the moving player's choice. Naval Units have the option of returning to their point of origin (Abort) or continuing their movement but receiving damage (Strike #) [27.4]. Sea Transport returns to its point of origin on any result other than success.

26.0 Theater Weapons

26.1 Theater Weapon Strikes

The Game Specific Rules will list the availability and limits of Cruise and Ballistic (SCUD) missiles.

Cruise MSSLS Theater Weapons can be targeted against specific targets (see Advanced Player Aid Card for valid targets per type).

Theater Weapon Strikes cannot be Detected. Cruise Missiles can only be defended against by Naval CIWS [17.1.3].

26.1.2 Allocation and Resolution

Players alternate announcing targets. Multiple missiles can be allocated to the same target. For each point allocated, reduce the appropriate markers on the Game Information Display. After all missiles have been allocated, players resolve them in any order they choose using the appropriate column on the Strike Chart along with any applicable DRMs. All Strikes are resolved before any results are implemented.

26.1.3 Site-busting

Game Specific Rules will detail whether a particular player has land-based Theater Weapons that allows the marker to be attacked similar to an Air Defense Track. The result indicates the number of points lost; i.e., spaces the marker is moved down the track.

27.0 Hits and Damage

In general, damage comes in the form of step losses, eliminations, Strike damage, and (for Installations/ Airfields) destruction.

Any time a particular combat result calls for a "step loss," flip the affected unit to its back (reduced) side. If the unit is already on its reduced side or if the unit has no reduced side, the unit is eliminated. Any time a particular combat result calls for Strike Damage against a unit/Installation, place the appropriate Strike marker on the affected unit/Installation. Strike damage is cumulative as explained below. Some Strike damage will have effects which carry over into the following turn per the Reorganization Phase of the SOP (most notably on HQs and Artillery).

27.1 Unit Damage

If the unit bears a Strike 1 marker and receives:

1. another Strike 1 result, replace the Strike 1 marker with a Strike 2 marker.

2. a Strike 2 result, apply a step loss to the unit and remove the marker.

If the unit bears a Strike 2 marker and receives either a Strike 1 or a Strike 2 result, apply a step loss to the unit and remove the marker.

If the unit receives a Step Loss result, apply a step loss to the unit and remove the marker.

27.1.1 Supply Depots/MSUs [19.4]

If the Supply Depot/MSU bears a Strike 1 marker and receives:

1. another Strike 1 result, replace the Strike 1 marker with a Strike 2 marker.

2. a Strike 2 result, replace the Strike 1 marker with a Strike 2 marker.

If a Supply Depot/MSU bears a Strike 2 marker and receives another Strike 2 result, remove the Supply Depot/MSU from the map. Ignore a Strike 1 result in this case.

An MSU created from a Supply Depot that has Strike or Targeted markers on it retains those markers as well. It does not retain any Detected marker (MSUs follow the detection rules as for normal units).

27.2 Installation Damage

If an Installation/Airfield that bears a Strike 1 marker receives:

1. another Strike 1 result, replace the Strike 1 marker with a Strike 2 marker.

2. a Strike 2 result, mark the Installation as Destroyed.

An Installation/Airfield that bears a Strike 2 marker and receives a Strike 1, Strike 2 or Destroyed result is Destroyed.

Destroyed Installations/Airfields can no longer be targeted for Strikes until Repaired. VPs earned for Destroying an Installation/Airfield [12.1.2] more than once can only be earned

if the Installation/Airfield was fully repaired [27.9.1]. While Destroyed, they do not earn VP nor do Installations require a Clearing Operation for control.

27.2.1 Deliberate Damage

A friendly-controlled Installation/Airfield may be deliberately damaged by the current owner during any Hex Control Step in which enemy units are within two hexes (including under a Clearing marker in the hex) of the Installation/Airfield. Roll on the Deliberate Damage Table and apply any DRMs to determine the effect. No collateral damage rolls are made due to damage inflicted deliberately. A Deliberate Damage attempt can be made in the same Hex Control Step in which the Installation/Airfield is captured. No VP are awarded, but this does count as a Strike and/or an Airbase Destroyed this turn for all purposes.

27.3 Effects on Ground Units

See Strike Effects Table. Combat effects of Strike markers are applied before any halving or doubling.

27.3.1 Strike 1

Ground units subtract one from their Attack, Defense, Movement, and Efficiency Ratings. These ratings can't be reduced below 1. They cannot move during either a Friendly Exploitation Movement Segment or an Elite Reaction Movement Segment.

HQs/Artillery lose one Combat Capability for the remainder of the game turn and are rotated to indicate this.

Supply Depots and MSUs flipped or expended to create the other type of Supply counter retain their "Strike 1" marker.

MSUs cannot move in the Initiative Movement Segment and have their movement value halved in the Basic Movement Segment.

27.3.2 Strike 2

Ground units subtract two from their Attack, Defense, Movement, and Efficiency Ratings. These ratings can't be reduced below 1. Ground units cannot move during a friendly Exploitation Movement Segment or an Elite Reaction Movement Segment.

HQs/Artillery can only move one hex during any other friendly Movement Segment. They lose one Combat Capability for the remainder of the game turn and are rotated to indicate this.

Units cannot be moved by Airborne [25.1.1], Airmobile [8.5.4], or Sea Transport [8.5.7].

Supply Depots cannot be expended to create MSUs nor can newly purchased MSUs be placed atop a Supply Depot. They cannot be expended to create Supply Points [19.4]. A Supply Depot's range is reduced from eight to four motorized MPs.

MSU movement is restricted as above. In addition, they cannot be flipped to create a Supply Depot, nor can they be expended to create Supply Points.

27.3.3 "X" Result

The unit loses a step. Supply Depots, and MSUs are eliminated. HQs/Artillery lose one Combat Capability for the remainder of the game turn and are rotated to indicate this.

27.4 Naval Units and Sea Transport

At the end of a Combat Segment's Naval Surface Combat step or a Strike Phase, a naval unit which incurred a Strike result may retreat to the nearest friendly port or At Sea Box, or, if in an All-Sea hex, to the Inshore Box (if friendly). A naval unit that incurs a Strike 1 or Strike 2 result can only reduce or remove the marker if it retreats to a friendly port (see below), otherwise it retains it. During its retreat, the Naval Unit can only enter friendly-controlled At Sea or Inshore Boxes. If a Naval Unit elects to retreat to a port, it cannot move for the rest of the turn.

If a naval unit that bears a Strike 1 marker receives:

1. another Strike 1 result, replace the Strike 1 marker with a Strike 2 marker.

2. a Strike 2 result, the naval unit is Eliminated.

A naval unit that bears a Strike 2 marker and receives a Strike 1, Strike 2 or Destroyed result is Eliminated.

If a naval unit is Eliminated, remove it from the map and place it on the Game Turn track four turns ahead; e.g., if Eliminated on GT 3, place it on GT 7 when it will return as a reinforcement.

Strike markers can only be removed or reduced if the Naval Unit is in a friendly port during the Reorganization Phase.

Unless Aborted, ground units utilizing Sea Transport or embarked on AMPHs that incur Strike hits suffer Step losses. Remove one step from the unit or stack for each Strike result incurred, i.e, 1 or 2; eliminate all ground units on an "X" result.

27.4.1 Carrier Air Units

If a CV incurs an "X" result, set aside its Carrier Air Wing (CAW) [as defined in the GSR] until the CV returns to play. If other CAWs are in the same Carrier Basing or At Sea Box, the player can remove any air units he desires as long as the number of CAWs matches the number of CVs in the box. USMC air units can remain as long as there is a CV with a CAW in the same Carrier Basing or At Sea Box.

Example: A US CVN incurs an "X" result. There are currently two CVNs in play and both of their CAWs, as well as a USMC F-35B, are in the same Carrier Basing Box (2 x F/A-18E, 2 x F-35C (one reduced), 2 x F/A-18F (one reduced), 2 x EA-18G). The player sets aside an F/A-18E, both reduced air units, and an EA-18G.

Design Note: *The above allows the player to cross-deck his air units as desired if they are co-located.*

27.5 Attack Helicopters

Attack helicopters are reduced and eliminated through step losses just as ground units. They never receive Strike markers, though they may suffer step loss, elimination, or rebasing when their Airfield or Airbase receives damage from a Strike or an SOF Raid [20.2.1].

27.6 Air Units

Most air units are eliminated after two step losses. A few units have only one step and are eliminated when that step is lost. Strike results do not directly affect air units, but they can cause collateral damage [27.7.4].

27.7 Effects on Installations and Beachheads

27.7.1 Airbases/Airfields

Ground units cannot use Air Transport [8.5.2], Airborne Movement [25.1.1], or Airmobile Movement [8.5.4] from or to Airbases or Airfields that have a "Strike 2" marker.

Attack helicopters cannot fly from Airfields or Airbases that bear a "Strike 2" or "Destroyed" marker, but they may, or must in the case of Destroyed, Rebase after resolving Collateral Damage. If they cannot Rebase they are eliminated.

An Airbase/Airfield marked as Destroyed cannot be used for any purpose. Captured Airbases/Airfields retain whatever marker they have, but damage no longer affects the originally owning player; nor does it affect the new owner in Air Superiority Sortie Step 1a or 1b. The Controlling player may repair them to use them for Attack Helicopter basing and/or Airmobile Movement.

27.7.2 Ports

Reduce the capacity of a port by the amount of Strike damage inflicted; i.e., a Strike 1 result reduces capacity by 1 (normally from 2 to 1).

If a Port is Destroyed, it has a capacity of 0, and it cannot be used for any purpose until Repaired. Any naval units in Port are immediately placed in any adjacent all-sea hex.

27.7.3 Beachheads

A Strike 1 reduces a Beachhead to a capacity of 1; a Strike 2 reduces it to a capacity of 0. A Beachhead with a Strike 1 marker that receives another Strike 1 or Strike 2 result receives a Strike 2 marker. A Beachhead with a Strike 2 marker already on it ignores Strike 1 results, but it is flipped to its No Supply side on another Strike 2 or "X" result. A Beachhead that receives an "X" result is flipped to its No Supply side; place a Strike 2 marker if one is not present. Further Strike results against a Beachhead with a Strike 2 marker are ignored.

27.7.4 Collateral Damage

Strike hits against Airfields and Airbases may cause collateral damage to air units, airmobile points, and/or attack helicopters.

If the Strike Hit is caused by an SOF Raid, then roll immediately for Collateral Damage according to the Strike result.

If an originally controlled, friendly Airbase/Airfield that is undamaged or is marked with a Strike 1 marker is Captured (during the Hex Control Step), then roll immediately as if it had incurred a Strike 1 result.

Otherwise, the roll is not made until the appropriate step in the Strike Phase. In this latter case, rotate the Strike marker 90° as a reminder. If a Strike 1 is increased from a previous phase's Strike damage (i.e., to Strike 2 or Destroyed) place a second rotated

Strike 1 or Strike 2 marker, as appropriate, on top of the first as a reminder to roll for the actual result (not the final result). Combine the markers after Collateral Damage is resolved. Or use the Collateral Damage markers provided.

Example: An Airbase with a Strike 1 marker from a previous phase receives a Destroyed result. Place a Strike 2 marker on the Strike 1 as a reminder to roll for Collateral Damage as a Strike 2 (not Destroyed).

If the Airbase/Airfield had a Strike 2 marker from a previous Phase, do not roll for Collateral Damage if it is damaged again; e.g., if the Strike 2 was placed in the SOF Phase, and an air unit inflicts an additional Strike result in the Strike Phase, no Collateral Damage roll is made.

27.7.4.1 Versus Air Units and Airmobile Points: When a Collateral Damage roll is required, roll one die and refer to the Collateral Damage Table. Find the die roll result under the column representing the Strike Damage Result (use the damage result inflicted not the final damage result) and the type of target (Airfield or Airbase) that was attacked. This will determine whether damage occurred, and, if so, what units/points were affected. Results are as follows:

Am Pt One enemy Airmobile Point is immediately and permanently destroyed. Reduce the available Airmobile Points marker on the Game Information Display.

Air One step from an air unit of the attacked player's choice is immediately destroyed. The owning player immediately removes one step from an air unit (or eliminates a one-step or already reduced unit).

Air* One step from an air unit of the attacking player's choice is immediately destroyed. The enemy player immediately removes one step from an air unit (or eliminates a one-step or already reduced unit).

When removing a step, it must come from an air unit in or flying from a Basing Box corresponding to wherever the Airbase/Airfield was located. Units in the Flown, Ready, Aborted, or Air Superiority boxes can be chosen. If there are no units in or flying from the Basing Box from which to extract damage, then no damage occurs.

Play Note: *Some results indicate multiple types of collateral damage. In these cases, implement each result listed, in order.*

An air unit can only take a step loss once due to collateral damage in any given Phase; e.g., it could be reduced in the First Special Operations Forces Phase and eliminated in the First Strike Phase but not both in the same phase.

27.7.4.2 Versus Attack Helicopters based at the Target: In addition, for each Attack Helicopter based at the Airfield or Airbase, roll once on the Collateral Damage Table under the column labeled Helicopter. A result of "Step" eliminates one step from the helicopter. A result of "Elim" eliminates the entire unit. In any event, if the Airbase/Airfield was Destroyed by the attack, each helicopter, after making the Collateral Damage roll, is immediately rebased to the nearest friendly hex [6.5.1] with the capacity to hold it. The player may choose a more distant Airfield or Airbase over a closer City/Urban hex. It is rotated to 180° to reflect that it cannot fly any more missions this turn [see 6.5.4].

27.8 Detection/SAM/AAA Tracks

Strike hits versus enemy Air Defense Tracks [24.1] decrease the current value of the affected Track as indicated on the chart.

27.9 Repair/Recovery/Reconstitution

27.9.1 Units/Airfields/Installations

During the Reorganization Phase of each game turn, players remove "Strike 1" counters and reduce "Strike 2" markers to their "Strike 1" sides. "Destroyed" markers on Installations are not affected. Airfields/Airbases and Ports can be "repaired" from "Destroyed" status by spending two Supply Points. Upon the expenditure, place a "Strike 2" marker on an Airbase or Port or a "Strike 1" marker on an Airfield.

When repairing Airbases/Airfields from Destroyed status, rotate the Strike marker 180°. These are not counted during the Air Superiority step for the purposes of 22.6.1. An Airbase/Airfield under repair that takes damage, does not roll for Collateral Damage. If it is Destroyed again, it does not count for Air Superiority Sortie Step 1b (see 27.2 for VP).

Players are never required to repair Installations.

27.9.2 Air Defense Tracks

During the Reorganization Phase of each game turn, each player may increase the value of his Air Defense tracks by spending Supply Points [19.3]: 1 AAA for every 4 Supply Points, 1 DET or SAM for every 2 Supply Points spent. Players can spend no more than 4 Supply Points in this manner on a given turn.

Tracks can be Repaired to levels above their starting point but not beyond the maximum of the Track; i.e., 10 for Detection and SAMs, 3 for AAA. GSRs may provide additional limits.

27.9.3 Reconstitution and Recovery

Any ground unit or HQ that recovers a step must not be marked Out of Supply [19.5] nor be in an EZOC. Units cannot receive Replacements if using Emergency Resupply.

Ground units that are reconstituted must be placed within two hexes of their parent HQ, if possible. If the parent HQ is not available, units can use any HQ to which their parent is subordinate. If no such HQ is available, units can be placed in any friendly Urban or City hex.

HQs and Intrinsic Airmobile units recover steps by expending Supply Points, in addition to Replacement Points for the latter. They must not be marked Out of Supply [19.5] nor be in an EZOC.

HQs can also be reconstituted, see the Replacement/Reconstitution table on the Standard & Advanced Play Aid for costs. Reconstituted HQs are placed, at full strength, on the map by choosing the first attainable condition from the following list:

1. In a hex not in an EZOC which would be in Supply within 4 hexes of a subordinate unit.

2. In a friendly country within four hexes of a supplied, non-isolated subordinate unit.

3. In the same or adjacent hex to the Supreme HQ.

4. In any friendly Urban or City hex.

An HQ or Artillery unit that recovers a step or is reconstituted is rotated 90 degrees to indicate that it loses one combat capability for the following turn.

In all cases reconstituted ground units and HQs must be placed in a hex that is not in an EZOC, is in supply, and not isolated.

27.9.3.1 Air Unit and Helicopter Replacements: Players can spend Supply Points to return damaged air or helicopter units to full strength or bring destroyed units back in to the game. Spending two Supply Points will allow a player either to flip a damaged unit to full strength or to bring a destroyed unit back on to the map on its damaged side. A unit cannot be brought back into play and brought to full strength in the same Replacement Phase. Place any air unit that receives replacements in the appropriate Flown Box. Mark any helicopter unit receiving replacements as having used one mission.

The Game Specific Rules will delineate which unit types can receive replacements.

When bringing a destroyed air unit back into the game, the player must choose randomly from all the available air units of the type they are replacing. When bringing a destroyed helicopter unit back in to the game, it can be placed at any friendly Airbase/Airfield within stacking limits.

Example: There are five destroyed U.S. air units, an F-22, an F-16, two F-15s, and an A-10. The U.S. player spends two Supply Points to bring one F-15 back into play. He randomly chooses one of the two F-15s and places it, on its damaged side, in the Basing Box in the Flown area.

Design Note: *This is primarily intended to represent repositioning of unallocated squadrons/wings or activation of reserve units to the active theater from other areas, not the building of new air frames.*

27.9.3.2 Air Unit Consolidation: Players may consolidate damaged Air Units during the Reinforcement and Replacement Phase. If two Air Units of the same nationality and type are in the same Basing Box, remove one damaged unit and flip the other over to its full strength side. Place the newly consolidated Air Unit in the Flown Box. There is no VP adjustment for consolidation.

27.10 Bridge Damage and Repair

Along with ground unit bridge destruction [8.3.4], there are two additional ways to damage/destroy bridges: Strikes and SOF Raids.

27.10.1 Bridge Damage/Destruction

Bridges accumulate damage and are destroyed in the same manner as an Installation [27.2]. A bridge is fully functional until marked destroyed.

27.10.1.1 SOF Bridge Destruction: In any applicable SOF Phase, either player may assign his SOF markers to a Bridge Destruction mission. The player must specify in which of the two hexes containing the bridge hexside the raid is taking place. The mission is considered a Raid against an Installation. There is a –1 DRM for SOF Raids against bridges.

27.10.1.2 Strike Bridge Destruction: Either player may conduct Strikes against a bridge. The player must specify in which of the two hexes containing the bridge hexside the Strike is taking place. In addition to other modifiers that apply, Strikes against bridges incur a +2 DRM.

27.10.2 Bridge Repair

This rule modifies the Standard Game Bridge Repair rule [8.3.4.2]. Unless placing an HQ Bridge, the repairing player must expend a Supply Point, and repair can be attempted only if a friendly HQ is able to trace a Line of Communication [19.2] of four Motorized MPs or less to one of the hexes containing the bridge hexside and no enemy unit occupies either hex containing the bridge hexside being repaired.

Exception: If a friendly, non-HQ ground unit is in a hex containing the bridge hexside being repaired, then an attempt can be made regardless of the presence of an enemy unit.

27.10.2.1 Strike Damage Removal: Strike 1 & 2 markers on bridges are removed/reduced as appropriate in the Reorganization Phase. A Destroyed bridge that is Repaired does not replace the Destroyed marker with a Strike 2 marker. It is simply repaired to full function.

28.0 UN Resolutions

Design Note: *Mark Herman has graciously allowed us to use a version of his UN Resolution mechanics from* Flashpoint: Golan.

During the Initiative Phase, one player makes a UN Resolution Die Roll to determine whether or not the United Nations will take action to "force" a halt to hostilities. Roll one die and add any applicable modifier due to any generated UN Resolution DRM (Game Specific Rules). If the result is 10 or greater, then the UN has passed a resolution demanding that the warring parties accept a Ceasefire that will go into effect during the Victory Determination Step of that turn; i.e., both sides get one turn to improve their position vis à vis the victory point difference.

28.1 Veto

The Game Specific Rules will specify an order for Vetoes. If the UN Resolution DR results in a ceasefire, a side may Veto it. If no side chooses to veto the Resolution, then the ceasefire is in effect (and cannot be vetoed later to avoid a Victory Point penalty), and the game will conclude at the end of the turn. If any side chooses to veto the Resolution, ignore the Die Roll and continue to play, including rolling again for another Resolution in the next Initiative Phase. The side that vetoes a Resolution loses 5 VPs. The chance to Veto the cease fire occurs only once for each side per Resolution.

28.2 Refusing to Obey a UN Ceasefire

If a Ceasefire is not Vetoed, either side, with the side which had Initiative on GT 1 choosing first, may refuse to obey the UN ceasefire. For each and every Initiative Phase in which the player continues to disobey, his opponent earns 10 Victory Points. If the GT 1 Initiative player chooses to disobey the Ceasefire, his opponent can defend himself with no penalty.

29.0 Advanced Rules Alternate Play

These rules are intended to provide the players with options that affect the series rules as opposed to the Optional Rules that appear in the Game Specific Rules. They are intended to outline options and their effects within the context of a specific game.

Players are free, of course, to play with some, none, or all the Advanced Game rules; however maximum enjoyment will be obtained by using them all.

29.1 Air Power

Players may, upon mutual agreement, choose to use the Standard Game Air rules with the Advanced Game Scenarios. In this case, all Standard Game Air rules apply with the following changes:

29.1.1 Air Points [6.1]

Double the number of Air Points received when rolling on the Standard Game Air Points Table.

29.1.2 Air Strikes

Air Points can be used to conduct Strikes following the same general rules as Combat Support [6.2.1]. A player can allocate up to 4 Air Points as Strike points (the total Strike points is the Strike column used in the Strike) along with 2 escorts for a total of 6 Air Points.

29.1.3 Collateral Damage

Air losses generated from the Collateral Damage table translate into a permanent Air Point loss regardless of "owning" or "enemy" player.

29.2 Air Power Fog of War

The following rules are intended to obscure the air battle picture by forcing players to allocate units blindly against enemy strikes and air superiority missions.

29.2.1 Strike Missions

When allocating a Strike mission, the allocating player does not reveal the number or type of aircraft in the Strike until after the detection roll has been made. If the Detection roll results in an "ED", then the allocating player indicates the number of attacking aircraft but not the type. *(Exception: If a Wild Weasel aircraft is present, that fact must be revealed.)* The intercepting player must then indicate which aircraft, if any, will intercept the unknown aircraft. Once the interceptors are allocated (or not), play proceeds normally.

The above will necessitate some record keeping as all Strikes and targets are allocated before the detection process is begun and all detection rolls are made prior to allocating interceptors.

29.2.2 Air Superiority Hidden Assignment

During the Air Superiority Allocation step, each player chooses an aircraft unit without revealing it to the opposing player. Both units are placed simultaneously into the Air Superiority Box engaging each other.

When all units for one player have been placed, but the opposing player has more units to assign, those additional units may be placed in any engagement so long as no more than two units are engaging a single enemy unit.

Once all units have been placed, the player with an AWACS Advantage may change a number of engagements equal to the current AWACs level in one of two ways:

1. Switch any two aircraft units' places. Simply pick them up and switch their places in the Air Superiority Box.

2. Avoid an engagement entirely. Place the aircraft unit in the appropriate Flown Box.

29.3 Air Unit Reconstitution and Recovery

As an option, players may use the process in 27.9.3.1 to reconstitute or recover any air unit regardless of any restrictions outlined in the GSR.

29.4 Jettisoning Ordnance

Air Units allocated to Strike missions may jettison their ordnance if attacked in Air-to-Air Combat. If they do so, they cannot conduct a Strike after the Interception Air-to-Air Combat, but they do not incur the detrimental DRMs in aerial combat.

29.5 HQ Supply Range

Rather than the nominal, uniform 4 Motorized MPs for tracing supply, use the HQ's range as the number of MPs; e.g., U.S. units can trace to the U.S. 82nd Airborne Division HQ using 5 Motorized MPs.

30.0 Special Unit Notes

30.1 US Army Brigade Combat Teams (BCT)

US Army units, in this game, are, generally, represented as Brigade Combat Teams (BCTs). There are three kinds of BCT: Infantry (IBCT –3-4-4 or 3-4-24 [intrinsic Airmobile]), Stryker (SBCT – 4-5-8), and Armored (ABCT – 7-7-8)

For all purposes, US Army units are subordinate to any US Army (but not USMC) HQ, regardless of their formation.

Example: the 82nd Airborne HQ can provide combat support and supply to a brigade of the US 101st Airmobile Division.

Exception: *When using Airbase/Airfield supply [19.1.2] the 82nd Airborne Division HQ can only provide supply to units of the 82nd Airborne*

> **Design Note:** *BCTs are designed to be almost fully self-sufficient fire and maneuver units. Divisional HQs are, rather than dedicated HQs with specific subordinate units, command and control/administrative functions allowing for great flexibility in assigning BCTs to HQs which are not, nominally, in their "chain of command".*

30.2 US Marine Corps

U.S. Marine Expeditionary Force (MEF), when available, appears piecemeal and includes additional HQ units called MEUs. These HQs are subordinate to any MEF HQ.

These MEU HQs function as normal HQs for all purposes except that they may utilize their combat capability only once during a turn (i.e., they are rotated 180 degrees upon use). These HQs also contain only a single step.

Once an MEF HQ appears on the map, the Allied player must remove a MEU HQ from the map when it can trace a Line of Communication to the MEF HQ. After removal, the player may also place it back onto the map during an Amphibious Assault involving U.S. Marines. In this case, simply place one MEU HQ in a hex with a successfully assaulting unit. The MEU HQs are removed when they once again meet the requirements above.

> **Design Note:** *The MEUs are Battalion Landing Force HQs. They exist, in game turns, to provide the Marines with HQ support while they are conducting amphibious landings, either when the main HQ (MEF) isn't present or as a raid or diversion.*

30.3 USMC Task Forces

The USMC forces are usually depicted as battalions so the USMC can be used as flexibly as the player desires. Operationally, however, the Marines are often brigaded together as a task force. When availabe, Task Force counters (e.g., I TF) will be provided in the counter-mix to represent this ability. They may be formed in the Reorganization Phase or during Setup whenever USMC units in the following configuration are stacked together:

- **I TF:** 2 infantry battalions, an armored battalion, and a LAR battalion.
- **II & III TF:** 3 infantry battalions and a LAR battalion.

If any of the battalions have a Strike marker, the new TF unit "inherits" the worst such marker when formed. Once the TF is formed, it cannot be broken back down into its constituent units.

30.4 Combat Outposts

Combat Outposts (CO), when listed in a scenario as available during setup, may be placed, no more than one per hex, in any hex adjacent to the border marked on the map (dashed line).

CO markers are treated as units except they have no movement allowance or type, no ZOCs, and must remain in the hex that they are initially placed throughout the game until they are eliminated or surrender via Isolation effects.

COs are eliminated during combat if the CRT calls for a retreat or step loss result. COs must be chosen as the first step-loss in combat, regardless of which defending unit was used for efficiency column shifts.

COs have no stacking value although they do count as one "step" for purposes of combat losses. They stack "for free" in their hex.

30.5 "Marine" units

All units identified as Marine on the Unit Type Identification Chart may conduct Amphibious Assaults and/or Sea Landings.

Non-HQ Marine units without an "anchor" symbol can only embark on an AMPH in a Port.

Nationality Identification Chart

Unit	Nation	Unit	Nation	Unit	Nation
	Belarus (BS)		Islamic Republic of Pakistan (IROP)		Republic of India (ROI)
	Belgium (BE)		Italy (IT)		Republic of Korea (ROK)
	Canada (CN)		Japan (JPN)		Russian Federation (RU)
	Commonwealth (UK, AU)		Latvia (LA)		Slovakia (SV)
	Czech Republic (CZ)		Lithuania (LI)		Spain (SP)
	Democratic People's Republic of Korea (DPRK)		Malaysia (MA)		Sweden (SW)
	Denmark (DE)		Netherlands (NE)		Thailand (TH)
	Estonia (ES)		Norway (NO)		US Army (USA)
	France (FR)		People's Republic of China (PRC)		US Air Force (USAF)
	Germany (GE)		Philippines (PH)		US Navy (USN)
	Hungary (HU)		Poland (PO)		US Marine Corps (USMC)
	Indonesia (IN)		Republic of China (ROC)		Vietnam (VN)

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Naval Movement [8.5.6.4]

- Naval Units may move individually, or as a stack, during any friendly Movement Segment except Elite Reaction.
- May not enter more than one At Sea Box/Zone per Movement Segment.
- No stacking limit for Naval Units except a limit of 1 unit in an All-Sea Hex.

Contested Sea Movement [8.5.6.4.1]

A stack of Naval or Sea Transported [8.5.7] Units makes a Contested Sea Movement roll once per location if any one of the conditions is true:

Note: Retreats do not require a Contested Sea Movement roll [7.2.1]

Naval movement must trace a move following this order either forward or backwards

	Coastal	Inshore	At Sea
All-Sea Hex		Inshore Box	At Sea Box/Zone
Friendly Port			At Sea Box/Zone

Naval movement into/out of a Holding Box is game specific

NWV: Move to Sea Zones adjacent to the Holding Box.

NWP: No naval movement in/out of Holding Boxes.

NWK: Naval Units in the Japan Holding Box may move directly to either Inshore or At Sea box.

NWT: PRC Holding Box directly to any all-sea hex, friendly-controlled Port in Taiwan, the Taiwan Straits Inshore Box, or the East China, Taiwan Straits, or South China Sea At Sea Boxes and vice versa. *Note that this counts as the units' "one At Sea Box" for movement limitations.* Japan Holding Box may enter the Northern Approaches, Ryukyus, Sea of Japan, or East China Sea At Sea Boxes. They may also move directly to or from the Holding Box to the Senkakus, Yellow Sea, or East Sea Inshore Boxes.

* On an Operational Map to enter/exit a Port, you have to trace through a hexside to an adjacent hex with sea in it. [8.5.6.4]

Contested Sea Movement Roll see Game Specific Standard and Advanced Game Tables player aid.

Normal Winter *(NWP)* Naval Movement or Sea Transport is always a Contested Sea Movement.

PRC A2/AD *(NWV, NWT)* the move attempt is automatically a Contested Sea Movement in the Standard Game; Advanced Game, the PRC (or PH) has to expend a CM Point.